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System Solutions and the Atari Workshop are trade

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Team Work

issue of Atari ST Review 1 six months - but life rarely

Three magazines, covering all aspects of Atari ine through reviews and features up to

cv of our reviews and O&A sections: Andrew imes, our features editor, will ensure that the

on page 43 and answer a couple of easy ques

ct that you couldn't find it in the shops! Atari orld is being distributed by one of the best printed. Check out our subscription offers on until you've seen a few more issues, then sin

It's good to be back – and in case any ST Review readers are wondering, no, my kitchen table never did get cleared...

Vic Lennard



The World Wide Web is getting some hefty press, but what is it and how does it affect Atari comms users?

Atari World starts its wander around the UK Atari user groups.

Four pages of answers to your

82 TalkBack

Neal O'nions, publisher of Atari World takes his place on the hot spot with four questions from Vic Lennard.

Don't forget to read this month's FREE magazines...



SNIPPETS

 An Atari Show modelled closely on the recent ST Periousnonsored events in the UK, was staged in Paris during mid-December and attracted ound 2.500 Atari enthusiasts Organised by Compo, a second show has been organised at a bigger nue, also in Paris, over the week end of April 1/2. This first issue of Ateri World made its world debut at the Paris Atari Show and we would like to extend an entente cordial to our French reariers

 Floppyshop (01224 312756) has tied up a distribution deal for its Floppyware range of products with the Atari ST Users Group of Winnings Canada, As a result, cus ners in the US and Canada will be able to order their licenceware directly from the club. The Flonoyware range currently consists of 50 titles and is growing every month. Authors wishing to know more about Floppyware should contact Floppyshop for their Information leaflet: customers can obtain a copy of the catalogue free of charge by sending two blank disks.

 The MIDI and Electronic Music Show (MEMS '95) takes place late this month. Currently the UK's pre mier music event, new products unveiled at the Los Angeles NAMM Show and the Frankfurt MusikFest can be seen for the first time in th UK. MEMS '95 runs from April 21-23 at Olympia 2, Kensington, London.

Another show about to get on the road is Gastelner's Spotlight 1995. Atari and Amiga specific, companies such as HISoft, 16/32 Systems, Digital Awareness, Compo Software and Power Computing have already booked into the show which takes place at the Novotel, West London on June 10/11. More information from Gasteiner Technologies on 0181-345 6000

Magic Media, the only British manufacturer working on a virtual reality headset, has been forced to abandon the project at the eleventh hour. A prototype of the unit is said to have been completed but failed to reach the production stage due to a dispute between the firm and its financial backer. The planned headset was to have sold at £299 (plus VAT) and would have been Jaguar compatible. assuming that software support was forthcoming.

HiSoft to conti Atari support



ontrary to recent reports, HiSoft (01525 718181) has Ino intention of leaving the ST scene. In fact, its commitment to supporting existing packages and bringing new products to market is as resolute as it has ever been. The misunderstanding came about as a result of a comment made by HiSoft on the CIX bulletin board, stating that it was not planning to develop any further Atari-based

titles in-house. When asked about this managing director David Link told Atari World that although inhouse development had ceased. HISoft would continue to bring new releases to the market and support existing Atari products. He backed this up further by giving us a brief outline of the plans for STbased products over the next few months

Products currently due for a

major revamp include its flagship document processor Papyrus. which will feature colour printer support in version 4, and Diamond Edge 2, which promises a completely redesigned interface and will include a built-in disk sector editor among other things. Another of the packages due for a major upgrade is leading database package Twist, but no details on Twist 3 were available as we went to print. A minor upgrade to Diamond Back 3 is also expected within the next few months. Other products that are being actively maintained include Devpac 3, Lattice C. Devoac DSP, Harlekin 3, True Image and Clarity Falcon.

HiSoft recently produced a lowcost professional SCSI interface for the Amiga which proved to be an outstanding success. As a result of this, it plans to bring out similarly specified low-cost SCSI interfaces for Atari computers later in the year. However, rather than merely supplying the interfaces. it is likely that HiSoft will be offering complete hard drive systems. We'll keep you posted as more details emerge.

English Magi

The English version of MagiCMac ie now on eale from System Solutions (0181 693 3355). This nackage allows most well behaved GEM-based ST software to run on an Apple Mac. Compatible programs operate in 2, 16 or 256 colours and run faster than they would on a TT! Also, the different applications multi-task under a modified version of MagiC, hence the name. The current version is a

printer support being limited to localtalk printers via GEMDOS, or



An English version of MagiCMac, seen here at CeBit, is now available.

parallel printers connected by the PowerPrint hardware. Full printer support will be in the form of an adapted version of NVDI 3 that will also support True Colour. MagiCMac runs on any 68030 or 68040-based Apple Macintosh under System 7. Price is £149.95.

There is also an upgrade to NVDI 3. The latest version (3.02) supports colour printers and has a few small bug fixes. Available now for £49.95, current users are entitled to a free upgrade on receipt of the master disk, a copy of their invoice and an SAE.

Silly Grafix Comic Beyond Relief

Grafix is the first commercial release from Silly Software (01705 795303) eince it enlit from IDS As the name suggests, the package aims to teach you the basics of computer graphics, but what makes this art tutor stand out from the crowd is that it also delves into animation, with four of the eighteen tutorials dedicated to the subject.

The program is designed with the complete beginner in mind and features simple mouse-controlled menus linked to each other for ease of use. Select the desired option and a series of well-presented illustrations take you through the tutorial sten by step. While perusing any tutorial, the online manual can be

on your chosen topic. Also included is Grafix Art, a basic art package. Although Silly Software admits that

called up to give more detailed information

this is not as powerful as Canvas, True Paint or EZ-Art Professional, it does offer all the usual graphic tools as well as 15 built-in fonts and an animation option. Grafix Art is integrated into the package and can be accessed directly from the main menu, allowing you to try out newly learned techniques without having to quit and reload. Price is £19 95

PERSPECTIVE

Visual art lessons from Grafix - just like being back at school, really...

Frank Charlton and Andy Curtis. who run Ad Lib BRS (24 hours speeds up to v34 on 0191 3702659) recently came up with an enterprising idea to raise extra funds for the BBC's Comic Relief anneal "The Great 1995 Ad Lib Joke-athon" was a fun event in which users submitted humorous works of art or prose to the judging panel with prizes being offered as an incentive to participate.

The event consisted of four categories: lokes, humorous prose, poetry and cartoons - the general rule was that if you made the organisers laugh, you'd win something! Users paid a minimum of £1 to enter each category and were encouraged to submit multiple entries to help the fund raising. The organisers plan to immortalise the best entries into a disk mag that will be released into the Public Domain

time to organise the event, Frank and Andy's contribution extended to covering the associated telephone calls and postage costs out

of their own pockets. As well as the generosity of all those who participated, a number of Atari-based companies and individuals including (in no particular order) JCA Europe Ltd. Compo Software, ST Format, 16/32 Systems, Joe Connor, FaST Club, HiSoft, Floppyshop, Gasteiner, André Willey, Offr Gal and Denech Rhabuta donated software and hardware with a retail value of almost £4,000 for use as competition

It just goes to show that the Atari community can be as generous as anyone else when it comes to supporting a good

COMIC RELIEF

prints colour

images at twice

the speed it did hefore. Hang on a

minute! Aren't we

mixed up? Not at

be turned into a

an RRP of £275

all - the new entry level DeskJet can

getting monochrome and colour

New DeskJet range



DeskJet 540 - superb black and white printing, and colour for an extra £35. Hewlett-Packard (01344 369222) looks set to keep its runaway lead in the inkjet printer market with the launch of a completely redesigned range of DeskJets. The entry level

model is now the DeskJet 540 which replaces the monochrome 520. Although it hasn't changed much in terms of resolution and mechanics, the case has been restyled, the firmware upgraded and a more powerful processor

colour model with the simple addition of a £35 colour kit that includes the first cartridge! With

(ex VAT) this will out it right at the top of many ST owners' shopping lists.

The new Desklet 540's case is much more compact than before with a slightly smaller footprint, and the control panel has been simplified to just two buttons. Swapping

a black cartridge for a colour one is easy too. As soon as you lift the lid, the carriage automatically centres itself, letting you lift the cartridge out of the holder and pop the new one straight in. Just how easy this all is in practice, we'll see next month when we bring you a full

Of course, the 540's colour kit. makes the 560C obsolete so its replacement, the 660C, has been substantially upgraded. It now prints in monochrome at up to 600 by 600 dpi, is twice as fast as its predecessor when printing in colour and costs £460. It is aimed primarily at the business market or the demanding home user as the high resolution, coupled with HP's Resolution Enhancement Technology (REt), will give many laser printers a run for their money.

Incidentally, if that still isn't good enough for you, there's always the brand new 6ppm DeskJet 850C and colour Resolution Enhancement Technology (C-REt) at £539 or the 8ppm DeskJet 1600C at £1150. Choices, choices...

German Shows '95

Reports from CeBit and the Frankfurf Music Fair The whole world descends on Hannover in Germany for one week in March each year to see latest developments in computing at least, that is how it feels when you're there. In this tenth year of CeBit, more than 6,000 exhibitors from 57 countries occupied 21 exhibition halfs: 314,000 square metres of exhibits and 270,000 visitors.

The Pentium and PowerPC were the dominating computer systems at this year's show. Apple Macintosh teamed up with IBM, each showing their PowerPC. Apple's newly-licenced PowerPC manufacturers, Pioneer, Power Computing Corporation and Radius, were showing their new creations running Macintosh soft-

Saddy, this year there was no presence of Atal Corporation. Of course, there are no new Mari computers to show and the laguar is perhaps not the right product for the world's largest computer show. However, the Apple main stand in Hall 11, was the meeting point for all German Atal's Software Developers and programmers. In a push to expand market share, Apple is actively supporting develponers from other platforms. Apple is provided three LC630s running MagiCMac to demonstrate Atari Software. Macintosh users were amazed by the range of "new" software.

Thomas Tempelmann of Application Systems patiently explained the secrets of MagiCMac. Wilfried and Sven Rehne of 2R showed the special version of NVDI for MagiCMac, and Papyrus and Calamus SL were also demonstrated, including various powerful modules for the latter Can QuarkYPress touch up a drawing? Nope. Digital Arts was showing its range of software including its latest 7-colour publishing package: very interesting but also very specialist. These guys certainly know their stuff.

So who says the Atari market is dying? Far from it. MagiCMac has definately caused a wave of confidence among German Atari developers and Atari users. Look out for a host of new products and upgrades from Germany.

Other interesting new products were various high speed moderns all running at up to 28,800bps (the V,34 standard). ISDN, the digital telephone system for data rates up to 128,000bps, is becoming popular for live computer video conferencing and wide area networking. ISDN is very

DMC on the
Apple stand
at Ce8t
courtesy of
MagiCMac—
who'd have
ever believed
discounting the following the follow

charges of

only DM42.10 – more expensive than a normal line, but for this you get two channels! So you can use you modern at the same time as the telephone. In the UK the connection fee alone will set you back £400. Come and ioin the '90s. BT.

Steinberg showed
Cubase Audio for the
Power PC with up to 32
tracks of 16-bit audio – if
you can afford it! The
Falcon is still the most
affordable digital audio
platform



Music time

... which brings us nicely to the Frankfurt Music Messe. This is the most important exhibition for the German and European music scene, showing new products to the trade and public.

Every year, there seem to be hundreds of exhibitors showing loudspeakers, mixing desks, microplones, studio cables and show lighting gear, so it took some time to find the really interesting bits.

And there it was on the Steinberg stand, on show for the first time - the new C-Lab Falcon030 Mkll, It looks like the Atari Falcon but comes with some interesting new features. The analogue inputs and outputs have been re-engineered to allow line levels up to +4dB. The channel separation and signal to noise ratio have been improved and the internal hard disk is now a fast 2.5 inch 514Mb SCSI drive. The C-Lab Falcon comes with 16Mb memory as standard. A more enhanced design of the Falcon is currently being developed, and C-Lab promises a rack-mounted version in the near future

Really exciting was the SoundPool stand. The designers and manufacturers of the wellknown Falcon Digital Interface and Falcon Audio 8 Interface had lots of new products for the Falcon musician, including the Audio Workstation 1. Based on a rackmounted Falcon 030, it features all necessary add-ons for professional audio work in one unit.

sional audio work in one unit.

Much in demand are MIDI port
expanders for the Atari computer.

The brand new MO4 connects to the parallel port and provides a further four MIDI outputs. Already compatible with AudioTracker and Cubase, and with software for Notator Logic available soon, the MO4 will cost £1.49.

On the DAT side, SoundPool showed the £259 SRC, which converts all sampling rates to the standard digital audio frequencies of 48, 44.1 and 32kHz, and DataDAT, back-up software for the FDI, Steinberg FDI owners can buy this separately for £39.95 AudioMaster, the digital mastering software, has been updated to version 1.5, and AudioTracker now works with MIDI automation. The mixer can be controlled by an external mixer via MIDI. Very handy this, and much faster than twiddling knobs on screen using the mouse. System Solutions are SoundPool's UK distributors.



Steinberg's stand at the MusicMesse featured C-Lab Falcons running Cubase Audio and Avalon 3.0.





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Quite Unique...



Following the runaway success of Obsession, Unique Development Sweden has SubStation almost ready for release. The game is set in a futuristic undersea energy substation; the game begins when all communications with SubStation are lost and the owners enlist the help of the US Government to find out what has happened.

SubStation is a fast action arcade game in which you move around a real-time gouraud-shaded 3-D world. You can run, walk, strafe, pick up items, choose between



(01734 452416) and Merlin (01452 770135).

if only I can reach that ammo clip...

run and fire can be performed at the same time, giving you total control of your actions. One of SubStation's unique features is the use of a special sound effects system called Distance &

sub-levels using eleva-

Direction Audio. This allows you to hear where the monsters are lurking. Another great feature is MIDI Link - up to four players, each running SubStation, can compete either individually or by forming two teams. SubStation requires an STe or Falcon with a colour display and 1Mb of memory. Control is by way of the Jaguar Power Pad or the keyboard. Release is set for May 1 and price has been fixed at £24.95, SubStation will be distributed in the UK by JCA Europe Ltd

Tales from the Internet

terland with its unconscious neural pathways and the shambolic arcing waves of data there's one thought that normally comes to mind: "it's pretty big, innit?" The Internet is huge - it has upwards of 60 million users and 4 million different sites

Within this gigantic landscape there is something for you, the intrepid Atari user. In fact, there's a lot for you, as the Atari scene is healthy, fresh and vital on the 'Not

More than 150 messages a day pass through the Atari newsgroups, from file requests to technical programming queries. There are massive Atari software depositories, so large that it'd be difficult to squeeze them onto five CD-ROMs. There are Atari information providers, mailing lists about Atari programming, realtime Atari chat lines and a myriad of writers, programmers, software houses and Atari owning friends to e-mail.

This month has seen a very welcome change to the tant Atari software site, HENSA, at Lancaster University, had decided to run a closed door policy that excluded everyone but other academic organisations.

This was a great shame; Danesh Rhabuta, who ran the Atari section, is probably the most enthusiastic Atarian I know. Over the past year he'd built up the software archive there into one of the best in the UK It looked like his good work would go to waste

But now, partly due to pressure from unhappy Atarians, there are some free FTP slots available all day (more in the evenings) and World Wide Web access is unrestricted after 8pm. You can connect to HENSA by using the FTP or gopher address, micros.hensa.ac.uk, or by using the Web URL, http:\\micros.hensa.ac.uk.

Next month I'll bring you some news from the newsgroups and take a look at one of the largest FTP sites anywhere on the 'Net.

UPDATE



Tie-Fighter and Star Raiders are avident in APIav's Rattle Sphere.

Tie-Fighter was one of the hottest PC entertainment releases last year and if you found yourself suffering from twinges of envy, news of BattleSphere for the Jaguar will lay them to rest. Although the game is not backed up by any specific licence, it draws heavily from Star Raiders (the play mechanics) and Tie-Fighter (the graphics) - Star Wars along with Red Dwarf can account for just

about everything else. The programmers are obviously complete sci-fi fanatics, so this one should

Fight For Life, Atari's answer to Virtua Fighter, is also rapidly approaching release, and judging by the screen shots, it's going to be quite some game. Sega's smash has always relied very



Sight for life is influenced heavily by Virtua Fighters, but texture mapping makes the characters look much more

heavily on gameplay, so we car only hope that Atari have got this angle well covered. With François Bertrand (reportedly a member of the original VF project) on the case, it should be a real stunner. Also strong in the graphical stakes is Hover Hunter - a blast-'em-up set over a truly stunning three-dimensional landscape is looking equally impressive. Yeah - bring on those surround sound

Quality-wise, Jaguar games are definitely heading in the right direction. Doom has had the best reception of any release thus far - the Internet is usually packed with conflicting reports but you'd be hard-pressed to find anything but praise for id's top-notch con-

effects

Reliable information on the Jaguar CD add-on is finally begin-



Impressive three-dimensional landscapes are Hover Hunter's trademark - an aggressive techno soundtrack adds to the atmosphere.

ning to trickle through official channels. The US price is set at a very reasonable \$149 and a combined Jaguar/CD system is in the pipeline. This follows on from the news that the Jaguar itself has dropped in price to \$189 (under £130 in real money). Atari are claiming that Jags are now flying out of the doors; yes, they would say that, but given the new price point it's quite possibly true..

HOLLYWOOD HUSTLER

The first full digitised adventure game to arrive on the ST.

This game works on all Atari ST platforms, from the 1 Meg STFM to 4Mb STF.

This game has to be on CD-ROM

- Senior Atari Executive

Yes, it is true now you can enjoy a truely playable game with the added bonus of having one of the top poker engines, sampled speech and a full cinematic introduction.

The game comes with a full manual and is boxed.

The game was filmed on location in Holly wood with a cast of professional actors who have several film credits to their names.

The first live action poker game on any format, your decisions affect the ending of the game.

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you become a
HOLLYWOOD HISTIF

What a day, you have lost your job, your girlfriend has left you your car's been repossessed. What a night, you walk in to a Casino have you the nerve and skioll to beat Joe, Chuck and Montana Slim, the meanest poker players in town, to become a OLLYWOOD HUSTLER Now available from Merlin for £24.95

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Isn't it a Cover Disk in disguise?

No! Each Reader Disk directly supports the programs covered in the magazine. Naturally we'll be including any program listings or

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The Reader Disk also creates a vital link between the reader and the software author. Atari World will always support and encourage authors; in return, you can do your bit by supporting them. The Atari World team is in constant contact with the best Atari programmers around. This means we can keep your finger on the pulse with the latest versions, many of

which are exclusive to Atari World.

The Reader Disk costs \$2.50 inclusive of post and packing—the same price as a typical PD disk. Some issues will offer two or more Reader Disks with each additional disk costing \$1. For example, a three disk issue would cost \$4.50 inclusive of post and packing. All with disk subscribers get any extra disks FREE!

So the choice is yours, but don't forget to check out the special subscriber deals on pages 52 and 53!

This month's Reader Disk

Everything on this month's Reader Disk is covered inside the magazines. The three character folder extension points you to the relevant page. The letter tells you whether this In (A)tart World or ST (S)ource or Atari (P)ro., and the numbers denote the page number. For example, ST-GUIDE.812 means ST-Guide is covered on page 12

To make it easy to back up your disks, a copy of AWBAKUP.TOS, specially programmed by Ofir Gal, is included each month. Simply run AWBAKUP.TOS and follow the on-screen instructions – the program even formats the disk for you! We recommend you always store your original disks in a safe place and don't use AWBAKUP.TOS for any other purpose.

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and a supply power was a supply of the first fractal generators.

ART-472 ARROW 24 - An easy to use GEM based modelling and ray tracing puckage. Leaves POV standing! NOTE: Program and does in German. Needs 1 Mog. focs in German, Needs 1 Meg. ART.4543 Multi-Viewer Graphics - View or print IMG, WAC, MAC,

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F.4787 BV3 from Bitaris – A VERY fast GIF and TGA file viewer and
converter using the Easy GEM interface. GIFs load in seconds from

converter using the pixtures supplied on disk.

F. 4869 ECLIPSE - Apowerful image, processing package with a
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two very fast fractal generators, two SIFEG intimation players, two
JEEG decoders, a very fast GIF viewer and Inty Pintin - a graphics

F.4850, F.4851, F.4852 MPEG ANIMATIONS - A collection of 11 True Colour animated films complete and s complete with player program. £2.50

gaitar track licks this one off, followed by a range of great graphic effects & music RGB ONLY. Needs 4 Meg and n hard drive, \$4.50 for the two dick set. F.4857 ARE YOU EXPERIENCED by EKO - An impre rs type battle, followed by great special effects. RGB ONLY. Needs 4 Meg.
F.4859 MOSTLY HARMLESS by MJJ Prod – One of the best demos

F-8599 MOSTLY HARMLESS by MIJ Prod — One of the best demo-on the Falcon. Lost of special effects. Even the greatings are impressive! RCB ONLY. Needs 4 Meg. F-8691 HGHTWAY STAR DEMO by Fl.F.L.—Concentrates on the use of a new breath-taking graphic effect using beams of light, firstalls and shaded bolts. Von just must use this one! KGB ONLY. Needs 4

and shield bobs. You just must see this one: NAI UNIL. Needs 4, Meg. 1, Mark BRAIN by The Meglabusters – A great debut for The Meglabusters which has a number of interesting effects. Point Of Inflection – Concentrates on a new demo effect and makes good use of the DSP & CODEC chaps. Both demos are RIGB OKLY and mostd 4

F.4579 BLACK HOLE - Areade action with lots of digitised sound F-8579 BLACK HOLE - Areade action with loss of agrines sound.

Can you find the coins on each level that hold the key to the next?

Watch out for the time bomb, though! VGA, needs 4 Meg.

F-4779C STARBALL - A futuristic Pinball game with great sound, garphics and several sub-games. This HD version features several more digitised travels than the ST version and is Falson enhanced. FaTSOC NOBI BEAUNSTORM - Guide Affred the smale around mamerous levels collecting all the thir Tain gas spathods. Great Fault Needs 4 Mag. Notil RACENO - Annother Affred the smale game? Loss more purales and trays and two prayers can take part. Nocads 4 Mag. Notil RACENO - Table set game of patience you've ever played."
VILKON - The best game of patience you've ever played." YIKON — The best fame of patience year we ever played!

FS020 ASTROPANG '94 – A re-write of the good old fashioned
Space Invaders type shoot 'em up. Needs 4 Meg. WALTZ – A but
and ball type fame, similar to Arkanedd. Nanjing – A two dimen-sional Chinese tile fame which uses six different sets of tiles.

FS022 SWITCH – Having escuped from the damagoen, you must fit ay through a labyrinth operated by a system of switches at

PROCUREATIONING

RATSA IPPGISSEC. The complete C source and does to the latest revision of the JPEG file format. PALCON LIBRARY – An impressive collection of well documented assemblers sub-routines (Devpas 3 for man) for use in your own programs, WIN LIB PRO. C source for a slick new 3D Desktop. Still under development but plenty of does not consider the contraction of the program of the progr F.4724 EASY GEM LIBRARY - Everything you need to add an

impressive futuristic front end to your own GEM programs. Includes full sources in Pure C format.

E.4727 HPLJ4L - Gives you full control over all the features of the HP LASERJET 4L from within an easy to use GEM program. Lots of IF LASRIET II. from within an easy to use GEM program. Lots of downloadable feats insoluded.
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REVIEWS

Atari World's reviews section covers all of the latest software and hardware to hit the market. This month's offerings include an exclusive preview of Positive Image, a promising new graphics program.

Inside:

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- 26 Degas Art 3
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- 30 Team preview
- 31 Cannon Fodder









Software impac



Atari World Scoring System

Each product we review
ware) is marked ou

Each product we review (hardware, software, PD and shareware) is marked out of 10; an average product gets around 5.

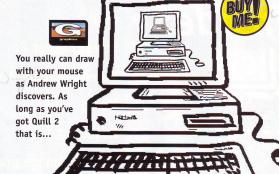
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the Quill





It's unlikely to double as a word processor but you never know! omputer graphies is becoming more and more sophisticated. You can revare ultra realistic scenes in a raytricier, fake a photo of yourself shaking hands wifth the Quief in just image processing package or just get plain creative with natural media brushes like ols and watercolours. But can you draw a simple shape without it looking like a three year old's __settibable?

Well Jon't mind admitting that Lean't. Lean raytrace and retouch with the best of them but ty to create a simple greater retouch with the best of them but ty to create a simple greater for use a sell part and even the kids start langhing. That was before Quill came along, of course, Or to be more precise, since version 2 came along. The first version of Quill was sepelfically aimed at owners of the Tabby graphics tablet but Quill 2 cam now be used more easily with an ordinary mouse, making it a better hay for users recluent to spend 459 or a Tabby, incidentally it also adds support for another low-cost tablet, the Weson Arroad.

In essence Quill emulates natural drawing tools using shaped or italicised nibs and a smoothing algorithm to make the mouse behave the way you want it to and not the way it does in practice. If you've ever tried signing your name or drawing something freehand in a paint package, you'll know just what I measure.



Quill 2 is ideal for tracing when used with a graphics tablet.

Coll of / / / No 8 6 1 UNDO

Up to 16 times magnification can be achieved for fine detail.

The program is supplied with a 15page manual with a single sheet update attached to it. The distribution disk includes some

special Tabby drivers and configuration accessories as well as patch program to make it work properly with NVDI.

Down to business Ouill 2 has a functional.

attractive interface with a large drawing area and some iconic tools along the top and to the left. A status window at the top pro-

vides on-line help. you click on whichever pen nib you want to use and then start applying pen strokes

in the main window. Each stroke is recorded on screen very much like a

although you can't edit it in quite the same way.

..........

You can alter the shape, size, angle nib by pressing the enace har or the right mouse button and then pressing the mouse pointer on the nib icon. Clicking on rotate

Drawings can be

them easier to see. edited stroke by stroke. Although the only way to change the actual shape of a

a new nib to it, you can move or delete tle clumsy - you have to draw a

etary format for further editsize you want the image to be, its resolution in dots per inch and landscape (if you want to save the entire page).

with Imagecopy 3.54 or later To draw with Quill 2 The same set of pen/mouse strokes installed as a desk accessory at the same time, direct with three different nibs. output is possible. Note

that you will need at least a 1Mb machine for this. The other alternative, of course, is to save your work and then

vector object

and structure of the

or squash nib allows you to move the mouse or Tabby pen

until you get precisely the shape and angle that you want. You can also create and store up to 32 different nibs and they can be magnified when installed in the tool bar along the top, making

stroke is by applying

existing strokes at any time. While a lit-

rubber band to select a stroke - it works well enough. Quill exports drawings in bitmap IMG format, despite the vector style strokes, though you can save part-finished drawings in a propri-

ing. You can specify the exact whether it is to be portrait or There is no print facility but

load a program like Imagecopy or GEM-View to print it out.

Quill 2 isn't the be-all and end-all of art packages but it does allow you to create unique things on screen. It may lack a number of features - I'd like to see colour support for example - but on the whole this should appeal to a lot of users, professionals and amateurs alike.

Step by step clip art

If you've ever tried hunting through a collection of clip art images looking for just the right one, you'll know how useful it would be to be able to create your own. It is much easier to draw in Quill than in ordinary paint packages because of the smoothing effect and the configurable nibs. In this example, I've drawn a computer as part of a logo for a colour brochure.



Quill makes it very easy to create clin art. Here a small rounded nib is chosen and the first few strokes of the graphic are drawn.



The rough and ready appearance of Quill clip art can be very attractive from a design point of view. This drawing took minutes to do. Once the drawing is complete, the nib can be tweaked for just the right effect.



Once the finishing touches have been made, it's time to export the drawing. The first thing to do is define the area of the image you want to save using the mouse.



The export dialogue box lets you specify the exact size of the image and the resolution of your printer so that it can be made to fit your requirements exactly.



The IMC file is then used as part of a colour logo created in DA's Picture

QUILL 2 /// ELIALIBAN

Publisher: CGS Com Contact: 0171 679 7307

Requirements: Any Atari, 0.5Mb or more

Pros: Large drawing area . icon-based interface . easily configured
Coms: Limited export • no direct printing • no

Ofir Gal puts the second version of ScreenBlaster through its paces. as

Before and after ScreenBlaster works by increasing the number of pixels shown on your monitor; text and icons appear smaller. The standard 640*480 resolution is above while ScreenBlaster, running at

880*656, is below.





he Falcon can display nonstandard screen resolutions, but for reasons known only to Atari engineers, these capabilities are well hidden - even from programmers! But the Overscan team dug deep into undocumented areas to produce ScreenBlaster. ScreenBlaster 2's hardware is essen-

tially the same as version 1. A small adaptor takes power from one of the paddle ports on the left side of the keyboard and plugs into the monitor port at the back of the Falcon.

You select your monitor via the configuration dialogue box with several preset types to choose from. If your specific monitor is not listed, you should be able to select an equivalent by checking your monitor's specifications.

Once installed. ScreenBlaster reveals itself after a reboot, Just before the desktop appears, a GEM-style dialogue box displays from which you can select the screen resolution to run at. You can choose between 2, 4, 16, 256 and true colour, with screen resolutions between 640°480 and 1280°960, depending on your monitor's capabilities. The same dialogue box appears whenever you reset or change resolutions and can be configured to a default resolution if required

Screen resolutions

The preset resolutions for non-multiscan monitors are a little disappointing in comparison with BlowUp030, which is surprising as the Video Mode Generator is capable of creating better ones as you will see later.

With a multiscan monitor vou can select resolutions beyond 800°600 without any problems, although text is just too small on some 14" monitors (the maximum comfortable resolution on such a monitor is around 720°512).

ScreenBlaster can use interlacing to achieve even higher resolutions

and although these produce noticeable flicker, you may find them useful for viewing colour images. There is also support for a virtual screen of up to 3000°4000 pixels, and scrolling is very smooth, especially in mono mode.

A point that is often forgotten is that extending the screen resolution slows the system down; this is hardly noticeable in mono mode but gets very rustrating in 256 colours. The speed is affected by a combination of screen dimensions and refresh rate - the higher these are, the slower the machine.

This is a limitation of the Falcon, not ScreenBlaster!

New for two

ScreenBlaster 1 was designed mainly for multiscan monitors. The preset resolutions for standard VGA and SVGA monitors

were rather limited and there was no way of configuring the software to produce more useful screen modes with these cheaper monitors.

This problem has now been addressed in the form of the Video Mode Generator (VMG) which allows you to create custom screen resolutions. Written by the NVDI authors, this is certainly very powerful but complex to use as such parameters are usually the domain of hardware engineers. Yet with a little help from the manual, and thanks to a relatively friendly interface. Lerested a mono resolution of 912°688

The other major improvement is in the start-up screen which is now GEMlike and uses standard pop-up menus and buttons. Also, a simple screensaver. called Screenblanker, is now included in the package. While this is very basic, simply dimming the display after a

specified time of inactivity. it uses very little memory.

The bottom line is that if

Some of the preset resolutions available for a multicran monitor though not all can cope with the rates and frequencies here.

IMS-Res. Selection

Verdict

you own a Falcon and a multiscan monitor. ScreenBlaster will help make you more productive. Version two's improved software simply makes the product that much more desirable.

SCREENBLASTER

Manufacturer: Overscan UK Distribution: COMPO Software Contact: 01487 773582

RRP: £69.99 Requirements: Falcon, 1Mb memory (more recommended), SVGA (mul

Pres- Well made product + reliable in use + fully Communicative

Commun

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The Supreme



Andrew Wright upgrades to the second incarnation of Video Supreme. the budget priced video titler...

hen Video Supreme first appeared, it offered some stadder. ingly creative effects that didn't require a massive hardware investment. Indeed, it ran quite happily on a basic 520! As a video titler, it was designed for generating intro sequences for video tapes. It featured a wide range of dissolves and wipes that could be combined with your own low resolution screens, and sound samples to create lengthy animated sequences such as titles and credits.

Not everyone wants to create video intros, of course. In fact, I'd bet a month's beer money on the fact that a good proportion of existing users never take Video Supreme anywhere

near a video recorder. Video Supreme is much more than just a video titler - it's a real multimedia experience and great fun to play with. You can create demos and show them off to your friends or build up slide shows with special

effects using digitised or scanned pictures of the family (and anything else you've collected over the years, for that matter). You can also use rolling demos The main Editor module is where you cook up our sequences - Video Supreme's equivalent of the kitchen.

as adverts for your goods and services. intros and instructions for your own software, and boot sequences for disks.

Video Supreme 2 adds a lot of extras. The basic interface is much the same, so no new learning curve again. Version 2 supports sequences up to 200 frames in length and sound samples up to 200Kb in size from 6-20 kHz. It now offers chip music as well as the samples and there's graphical VU metering to get it just right.

The author has added many more ways of displaying and dissolving screens with overscan and even semiautomatic animation effects. Text can be scrolled on and off the screen in a

variety of ways too. Why not add some music? The two supplied support disks have loads...

Need some help? It's right there in the help module, funnily enough

How do they do that?

Enough of the what - let's have some how. Video Supreme has six main elements or modules. The nub of the program is the Editor module where you do all the real work - import screens, specify how to display and dissolve them,



FRAME	MUSIC ON OFF	VU MET		MODE OLOUR
PLAYBRE TRANUAL RUT MAN OFFSET - 0 +	MUSIC NAME HICKED .MUS SELECT LORDED MUSIC HICKED .HUS	COL NE	COL Nº	COL NS
PLAY AFTER BEF AFT	VU SCREEN SELECT LORDED SCREEN LORD VIEW	X-POS - H Y-POS - H	X-POS = ± 9-POS = ±	X-P05

Winner



add time delays and samples or music and test each frame individually.

From the main menu screen in the Editor you can access three smaller screens to handle samples, music and fonts and apply more settings and effects. For fonts you can tell the program where to start the message (contained in a text file) scrolling across the screen, at what speed and width. There aren't that many fonts supplied with the package and some are hard to read but the bar font is superb - I love it!

The music screen offers a number of options, mainly revolving around how and when it should be played during the frame cycle. This is important because you might want a drum roll to start while a screen appears, for example, or a thunderelap to coincide with a flash of lightning. There is also an option to flash colours when the music plays. The sample screen gives similar control over sampled sound. The program recognises 19 different packed file formats and there is a separate Music Player module for testing and timing them

Next comes the Frame Creator, a clever little øadøet that lets you create semi-automatic animations and effects similar to morphing. For example, you add a screen to the list, select an effect such as zoom and the next four frames are created by repeatedly zooming in on the original. The four new screens are then saved to disk. The warp effect lets you wrap an image around a shape and can be used to create things like spinning globes. Digitised or scanned images with more than 16 colours can also be imported and are turned into

If you've got a sampler cartridge you could even add your own voice to the intro-

prefer the standard GEM one but at least the custom versions make life a little easier when tracking down samples and screens. One thing about the interface as a whole though - it's almost entirely mouse driven so you can be up and running in no time at all. Incidentally, the sixth module is a Heln one with annotated screens for those who do find it difficult. Useful that, especially as the manual is a bit of a disappointment; in 88 pages there isn't

are two different file selectors and

they're as bad as each other - I'd much

greyscales but keeping back half the

sequences on disk and specifying how

gram is supplied so you can give away

your work. There is also a Quick-Try module that controls sequences while playing to video or plays sequences with large samples that can't be replayed in the Editor due to lack of memory. The interface is pure STOS and about as non-standard as you can get. There

they behave. A freeware runner pro-

palette for overlays. Another module, the Sequence Preparer, is used for putting together

wade through with the program running to have a chance of understanding what's going on. Video Supreme 2 isn't a total solution - vou need an art package to create the screens in the first place and a sam-

a single screenshot so you've got to

The file selector No comment absolutely no comment...



Thanks for the FX

There are no less than 75 special screen effects in Video Supreme 2, which gives you some idea of how creative you can be. Host of them can even be configured individually so the real number probably runs into the hundreds!



There are more ways of getting things on and off the screen than you can shake a stick at - this one appears as a jumbled mess and then gradually unscrambles itsel from the left to reveal the screen.



for dissolving screens away...



Special effects can be created by scrolling text across the screen at the same time as background animations are going on. The whole process is extremely smooth.



This font is just the bees knees.

effects - but it comes pretty close. For a program that runs happily in 1 Mb of RAM, it can achieve an awful lot. As a stepping stone towards multimedia, that elusive subject we hear so much about, Video Supreme 2 is 30 quid very well spent



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*STE output is very quiet. Speakers recommended.

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From Mini to Maxi

The Mayis holds two

3.5" units - hard

Hot on the heels of its award-winning MiniS hard drive, System Solutions heads for the big time. Ofir Gal follows...

ard drives are big business now, and System Solutions has just unleashed its latest model – the MaxiS.

The package includes the excellent IID Driver hard disk software, well known for its speed and reliability, and an optional host adapter for ST

owners.

The MaxiS is slightly larger than the MiniS and is made of metal rather than plastic. The unit is designed to stand upright and measures just 250 x 150 x 75mm. Usefully, it is capable of housing two 3.5" height drives. System of configurations in the configuration of the configuration of the ranging from 120MB to 4.3 GB standard fixed drives, as well as removable drives using either SV-Quest of eithe

Magneto-Optical technology.
Vou can even have a combination of the two,
which is ideal for
backing up the
data from the
fixed drive to the
removable. All drives
are of the best quality

removable. All drives are of the best quality from Quantum, Micropolis and Fujitsu. AV drives, suitable for hard disk recording, are also available.

A quiet fan is built into the unit with an optional heat sensor to control fan speed. The MaxiS features a power-on light and an activity indicator. Two SCSI ID selectors are located at the back along with a 'dual SCSI port and a power switch. The ability to add a second device is a definite winner that will save you money in the long run. Drives come formatted, partitioned and ready to use. Yep – looks like another winner.



Maxis

Manufacturer: System Solutions Contact: 0181-693 3355 RRP: From £229 for 120MB unit (add £40 for Translator) Requirements: Any Atari computer Pros: Slick and modern design • can house two drives • excellent software Cons: More expensive than the MiniS

666666666666

MAXIS

Degasart 3

Andrew Wright brushes up on his art with a new tutorial package.

f you've ever seen all those wonderful computer graphics in game intros and demos and wondered why your own masterpieces look nothing like them, Desaart might just interest you.

Degasart is the third in a series of graphics tutorials aimed specifically at ST owners. It shows you how to make the most of a 16 colour system, use patterns and so on to create the impression of more colours and how to do things like anti-aliasing, dithering,





Drawing a face is easy when you know how...

Anti-aliasing is the only way to beat those jaggies. colour-cycling, random and repeat patterns. It also devotes plenty of time to showing you how to create lifelike scenes, draw people and objects and to work with text. Although based around Degas Elite It isn't necessary to own that particular paint program as the hints, tips and techniques are all universal.

Although you don't need disks 1 and 2 in the series either, disk 3 contains a number of references to earlier tutorials



so it might be worth considering going for the full set. Each disk contains 40 images and utural screens plus related text and the two media are linked using a hypertext-style viewing utility. There are also 14 ODOS fonts included ready for use in Degas – complete with the right ASSIGN SYS files.

Many of the lessons in Degasart 3 revolve around text effects using GDOS and SpeedoGDOS fonts. Other specific topics include figure drawing, construc-

tion of faces, using grids to copy images from other sources and how to fine tune parts of an image using anti-allasing and smoothing. The text is a little light and some lessons rely too heavily on example rather than real instruction. On the other hand, the author certainly knows his stuff. If you don't, this looks like an excellent way to start.



Publisher: Floppyshop Contact: 01224 586208 RRP: £15 (for 1-3); £8 for 3 only Requirements: Any Atari, 0.5Mb or more

Pros: Something for everyone • point and cli access Cons: No in-depth explanation

Positive thinking

A single floating icon panel contains

all of the vital tools

and the remaining

found nestling comfortably in the menu

ontions can be

bar. The sparse

interface is very

deceptive. At first

it's hard to get too

excited about the

level of power on

offer but that does change with time.

This is partly down

to good integration

(in the case of block-

handling) but some obscure keyboard



Positive Image promises simple pixel manipulation for the masses. Nial Grimes takes a sneak peek...



tion has taken place in the Atari image processing arena over the past two years. Spurred on by the release of the Falcon, software publishers have fallen over themselves to offer more and more powerful software

Floppyshop have opted for a different approach. Positive Image isn't out to steal any crowns - it simply offers the basics, bundled tightly with a few original extras. Let's see whether the vision

Positive Image is part of a new breed of Atari software that's happy to run on just about any ST yet still takes full advantage of the extra power offered by the Falcon. Many of the effects filters are accelerated by the DSP and all screen modes, from mono to true colour are accommodated with panache



Text and images can be easily combined when GDOS is

installed

traced blocks add nuscle to Positive Image's spec sheet.

(inset) Filters can be applied to any image thanks to the internal conversion facilities.



commands don't help out much in other areas. However, the interface is currently being tweaked. so it may not be a problem in the full release. Some irritating bugs are also being ironed out as we speak.

Pixel-bashing

Given the sheer number of image formats used on the Atari platform these days, it's nice to find that a reasonable amount of files can be loaded without resorting to GEM-View or Imagecopy. JPEG, TIFF, NeoChrome and many more besides are all detected automatically and once loaded, can be converted to a different colour depth - this is particularly handy as the filters only work on greyscale or 24-bit images A range of six standard filters are

built into the program itself, and plenty more can be loaded as modules from disk. Braver pixel-bashers will no doubt relish the opportunity to edit filters directly through a friendly dialogue box. The overall speed of the program varies from acceptable to reasonably fast intelligent screen updates help out when switching between multiple images, but both loading and filtering are a bit tardy.

When it comes to block handling, Positive Image is a bit of a wiz - rectangular, elliptical and bézier blocks are all catered for and it can even trace around areas of solid colour automatically, Naturally, sections can be cut and pasted between windows, and filters are easily applied to specific areas of an image. A range of overlay effects is also provided and blocks can be rotated, scaled and warped in a number of ways. This excellence is complemented by an 8-bit masking system of sorts.

The preview is nearly at an end and we still haven't mentioned colour printing, virtual memory or the GDOS font support. Other neat touches, such as window minimisation, lend quite a modern feel to the whole application.

Despite some niggles, Positive Image is shaping up into a solid contender in the budget image processing market. The package is rough at the edges right now - which is only to be expected at this stage - but a few features have yet to be added and the vital signs are looking good.

> "When it comes to block handling, Positive Image is a bit of a wiz."



An infinite variety of effects are possible with the help of the edit filter dialogue box



Requirements: Any Atari, 1Mb of men

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Dream

deceiver...

Obsession's first real challenger has arrived in the form of Pinball Dreams. Armed with a healthy collection of Tommy lyrics, Nial Grimes gets down to serious pinball...

Simplicity has always been pinball's main strength and Pinball Dreams continues the tradition: now players can bash the ball-baering around while seasoned hacks can go for the big bonuses. Of course, there isn't much to aim for beyond a truly enormous score and a free ball, but that's never posed much of a problem for original areade fans.

In terms of control, the Shift keys become flipper buttons and you can give the table a mudge by prodding the space bar. A good dose of caution is needed, though, because too many nudges lead to a penalty and the flippers pack up. And no, the Falcon can't remove you forcefully from the room!

Lots of gloss

Enough gloss has been added to make the whole experience enjoyable. Useful messages scroll across an authentic display and graphically it's nicely done, although not up to Obsession standards.

The sonics also back up the atmosphere of the tables well, from the bubbly music that trickles along behind Steel Wheels, to the menacing tune used in Nightmare. Evidently, these have been ported directly from the Amiga, but the quality is reasonably good. Unfortunately, some parts of the game are marred by a slight crackle from the speakers. Additionally, the current version of the game only runs on RGB monitors, but a VGA release should be available by the time you read this review. Let's hope they ditch the manual protection.

Pinball Dreams is about as close as you can get to a traditional pinball experience on the Falcon. Waves of nostalgia come flooding back as you get quickly sucked into addiction and it is very playable. If Obsession hadn't already taken the world by storm, we would be looking at a winner. However, the fact that the STe can perform similar - and better - tricks does take the edge off the encounter, and you're left with the nagging feeling that Obsession on the Falcon is going to offer more. Even so, it is a quality game and given a few plays, you are going to have trouble stopping those flipper fingers.



arthernic ball-bouncing and provided the substitution of the Amiga. Before the initial rolesses everal years ago, nobody imagined that a computer ago, nobody imagined that a computer agone could expute so much original atmosphere - in fact it pretty well redefined the gener. After months of rumousrs, a flushed Prihall Preams for Purhall Dreams is very much at radii-

inball has a special place in

the heart of every areade

fanatic and one game has

become synonymous with

Pinball Dreams is very much a traditional affar, and each of the tables look as though they're been dragged directly from a "76s areade. Four tables make up the game, each with a specific theme and goals. Ignition is set in space, Steel Wheels takes you on a trip into the will West and Beat Box uses music as its theme while Nightmare is thoroughly sinster, in both looks and atmosphery.



The sound effects
play a big part in
Pinball Dreams
– all are themed
to suit the tables.

atmosphere of the

Nightmare table.

Space travel is the

theme of Ignition

- light all of the

letters to net an



Publisher: 21st Century Entertainment UK Distribution: 16/32 Contact: (01634) 710788 RRP: £24

Contact: (01634) 710788 RRP: £24 Requirements: Atari Falcon030, RGB monitor Pros: Traditional gameplay • good play mechanics slick gameplay

Cons: Slightly flawed sound • not an Obsession beater • manual protection

Captain Sensible Impact Software's Sensi-bashing soccer game has a mudcaked Nial Grimes checking out virtual cheer-leaders...

animated despite their size.

ick Off changed the face of gaming - there is no question about it. Nothing before had captured the sheer excitement of sport on screen and it's still one of the best ST games ever released. The basic Kick Off ethos of fast action and a good view of the pitch was continued by Sensible Soccer, which has remained the undisputed king of ST soccer games; until now, we are told. Yes, Impact really do believe they have created a game that

will blitz Sensible. But Team is more than just a Sensi-

wannabe - it's been written for the STe from the ground up. and onzes class from every pore. I won't bore you with too many technical specifications, but suffice to say that

the scrolling is smoother than a politician's patter and is backed up by sound effects running at a full 50kHz - your STe just can't do any better than that

Dribble, dribble, dribble

Anybody who has played Sensi or Kick-Off will be immediately at home with Team's format. It uses the standard

Team is more realistic than and the new system can take some time to get used to

> The crowd react loudly to any exciting play and are lightly animated for a life-like effect

behind these play-mechanics. Look closely and you'll notice that the wellless of the pitch because it has been

with a nice large view of the pitch. The fire button forces a player to pass or tackle in the usual fashion and the player nearest the ball is always under joystick control

Only in one area does the same deviate from the standard formula Instead of kicking the ball and then deciding where you want it to go. Team forces you to decide as you press the fire

button - a realistic system that does take some getting used to. The play environment has been lavished with similar attention. Never does a low ball pass through players and you can forget about that ballistic kick going into the net - it will simply sail over the bar as it ought to. Try hard enough and you can even bounce the ball off the cross bar, in true world cup style. Overall, the gameplay is more true to life than Sensible, but it's also slightly more complicated - I'll let you decide whether that's a good thing or not

The graphics slide neatly into place animated sprites are slightly bigger than those used by Sensible, but you see no

carefully pushed into the screen borders. Digitised thwacks and thuds rise above the noise of the crowd and add atmosphere to the game and the title music is equally impressive.

Team is unashamed in its attempt to blow Sensi out of the water and in some ways it succeeds; you've got a game that plays well, and is backed up by enough technical achievements to give the Terminator 2 team the frights. Impact is currently adding a few finishing touches; by the time the game hits the shelves next month, it should boas weather conditions, a kit design studio and several other auxiliary features league and cup competitions among them. The game is happy to run on



The gameplay is fluid and fast thanks to the STe's hardware scrolling abilities.

both the STe and Falcon, but a Falconenhanced version will be released later in the year

Team is shaping up into a hot product. The technical aspects of the game are beautifully done and push the STe to the point of destruction. Here's hoping that Impact can squeeze enough features around the edges to send Sensible and Kick Off into the relegation zone.



Cannon Fodder

The irreverently titled Cannon Fodder finds

its way onto the Jag. Iain Laskey

marshalls his little men and gives

Promotions are handed out at the end of each level and the manual includes a key to the ranks.

The early missions

are designed to

break you



The shading is fairly coarse with few colours being used. Even the ray-traced stills look like they haven't been updated. The Jaguar is capable of much better than this - it's a pity Virgin didn't see fit to improve the graphics. I found the controls a bit tricky at

unchanged from the computer versions

first though things improved after a while. It really gets frustrating when your troops get stuck behind an obstacle and you have to fiddle about trying to get the right angle to free them again. On the whole, I still think the game is more suited to control by mouse.

Verdict

Where this game really scores is in the "just one more go" stakes. Every time you die, you just know you can do better next time. Each level adds new features and when trip wires blow you up, you just have to try again until you find the best way to complete it

Cannon Fodder won't get top marks for its ported graphics but when it comes to sheer addictive gameplay, it's a thoroughbred. It isn't a game that'll have your friends oohing and ashing but when they do come round to see it, they won't be moving on in a hurry.

them their marching orders... gently into the game.

as it has been released on just little introduction. When you first star the game, you are treated to a bouncy theme song that is rather reminiscent of Ace of Base. Press the fire button and the military mayhem begins

Jaguar title from Virgin and

The same consists of 24 missions each with up to 6 phases. Each mission through, you can save your current position. With so many missions to get through, this is definitely essential. You start off armed with machine guns but you can bolster up your kit with the grenades and bazookas you pick up along the way. These can be a bit hard to use in the heat of battle though, requiring you to hold button B while pressing button G. As in real life

you've got to be cool under fire. Each enemy soldier is dispatched with a blood curdling variety of and groans and even the buildings explode with satisfying amounts of flame and debris. Later missions add new features including a variety of vehi-These are a bit tougher to kill although you can always board the yourself and turn the tables on the



nemy. If you're lucky you can find the Supa Dupa Boostas which add such cute things as heat seeking missiles and bullet-proof vests for your troop

There are five different ter ypes: jungle, arctic waste, desert, moorlands and underground. Each has its own set of features and traps. The emy comes in different varieties too It can be embarrassing to pick on a single enemy with your team, only to find he's armed with a bazooka or grenade The graphics are small but detailed ith lots of humourous animations as dead bodies bounce around, exploding trees fly across the screen and your victorious troops jump up and down. The sound is

excellent from th intro tune to the s background noises like trickling water, howling wind and the jungle

A line of eager recruits await your instructions at Boot



Pros: Addictive gameplay . cute tune . good sound Contact: 0181 960 9900 Cons: Graphics could be better . sprites too small

Requirements: Atari Jaqua

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Atari Falcon Compo has supplied us with this beauty, complete with 4Mb RAM and the various direct-to-disk audio mods

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Calamus 1.09n JCA Europe's industry-standard DTP package

NVDI 2.5 System Solutions' screen accelerator – the best!

Quill 2 Unique hand-crafted graphics program from CGS

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Our thanks go to CGS, COMPO, JCA, Systems Solutions, Titan and T.U.S. for bringing you such a sensational competition of these leading-edge Atari products – the best in their class.



An Atari Falcon with a high-resolution colour monitor, super-fast hard disk and enough high-quality software to open a shop – what a dream!

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The answers to both questions can be found within the pages of Atari Pro.

Entries to this competition will only be accepted on the Atari World Survey form. A special draw from the survey entries will be made – and the lucky winner will bag this amazing package. Sounds like a good excuse for a photo shoot!

Now turn to page 44, write the answers in the "Falcon" box, fill in the survey and send it back to us!





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For update pricing, please phone NVDI v2.5 will continue to sell for only £29.95 Rest Software Ungrade 1993 & 94 - ST Pevile

MagiC



"If you want a multitasking system that work simply and realiably, then MagIC is for you." ST Review, June 1994

MagIC is a full TOS replacement; a very fast disk filing system; has accelerated serial, MIDI and printing routines and is, of course, a true pre-emptive multitasking system. MagiC Desk, a replacement Desktop, and a powerful command shell are included. MagiC runs on ST, Mega and TT computers with 512Kb, but 2Mb is recommended for a useful working system. The Falcon version is expected to be available by July 1995

it's like running an accelerator and getting the multitasking thrown in for free."

ST User, February 1994 Magic (RRP £69.95) Intro Price 659 95 MagiC and Ease MagiC and Kobold MagiC, Ease and Kobold

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Kobold 2.5 (RRP £59.95) Ease



ST FORMAT Awarded 97 Use your Atari with EASE. Replace the old Atari Desktop. This program could not be more appropriately named. The right click replaces the double click. Iconize windows for instant access to groups of files. Ease is aware of multitasking and comes with a sophisticated Colour Icon Editor. Works on any ST, all TOS versions, and with ny display and graphic card. Ease (RRP £49.95)

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Best Hard Drive 1994 - ST Review Christmas '94 MiniS hard drives are full SCSI systems, hardware compatible with all Atari, Amiga, Mac and PC computers. They are unrivalled in size, low noise, speed and style. The ST(FM/e) version comes with The Translator. Please add £20.00 if you prefer the ICD Link II adaptor. HD Driver will be included FREE (except ICD Link systems).

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ST: The Next

Do you want to unleash the full potential of your machine?
Nial Grimes slips into his Star Trek costume and investigates the software and hardware that can change the face of your ST — full ahead both Mr. Sulu...

timeless design is extremely difficult to achieve, but Atari struck gold when they dreamt up the ST. In

ways, it's the
Volkswagen Beetle
of the computer
world – a little
quirky by modern
standards, but still a
remarkably usable
machine. This long-

term success is largely thanks to an efficient hardware design and an uncomplicated operating system. After all, the ST featured a fast, bitmapped screen display while PCs were still wallowing in the depths of text-based graphics adapters.

tup the ST. In The ST's operating system (known as TOS) also lacks the bagge carried by its pers. This spend anywhere near

by its peers. This
has a lot of benefits
to the home user –
if you don't need
font support, there's
no need to waste
memory on

SpeedoGDOS and much the same applies to networking and so on. All of these features can be

The quality of modern shareware is astonishing – Kandinsky is up with the pros in terms of features.



£100 on software to

have a good time"

Generation....



Given the right come much more

ungrader an ST car even run Calamus SL, and software doesn't nowerful than that!

boasting similar support for the "e"

and the market has shrunk considerable ne past few years. But this lull has stirred independent producers into action and e've seen a steady stream of outstanding quality titles appear. STe owners have been regaled by Obsession - a truly outstanding pinball extravanza - and shortly Team will hit the market

Games galore!

the excellent Douglas Rockmoor, is no available at PD prices

Owners of standard STEMs can also turn to budget software for entertainment. Many of yesteryear's classics are available at outstandingly low prices and you can be sure that all play just as well as the day they were released. Added to that, Budgie's entire collection of licenceware games has recently been re-released as freeware (the distributors remain the same). This means that games such as Douglas Rockmoor are available at rock bottom prices (if you'll excuse the oun). Others aren't quite as memorable, but your PD library should be able to point you in the



Team is just one example of the quality games that are now appearing on the STe.

don't guzzle valuable speed, memory and disk space when you don't need

This all adds up to a design that still has a lot to offer after ten years of active service. Even if you are getting itchy feet, there are plenty of ways to rejuvenate an older ST and keep it on top of the job in hand; and you'll be surprised at how little the whole operation can cost

Introducing the hard line...

The words "computer" and "hardware" usually inspire thoughts of hire purchase and a healthy overdraft facility but, surprisingly, there are plenty of

hardware buys that don't demand mountains of cash. Even something as simple as a second floppy drive doubles the storage available to your applications and makes a huge difference when using software such as Timeworks. Brain-numbing disk swaps are a thing of the past and when it comes to smaller applications, your program and data disk are instantly available at any time. External floppy drives are easy to come by, but Ladbroke Computing's Zydec drive is well worth investigation at around the £50 mark.

If you find yourself using the ST's business personality more and more often, there are two hardware options

Hardware Recommendations

A little money spent on hardware can improve your ST drastically. Check out this little lot...

Budget

Second floppy drive A second floppy can't compare with a hard drive in terms of storage capacity, but it can still save a remarkable amount of disk swapping. Desktop copying becomes a pleasure and Timeworks is transformed – all for £50.

Mid-range

High resolution monitor. If you spend any amount of time in front of your ST, a high resolution monitor is well worth the dosh. The greater definition and clarity are well worth the £120 or so.

Professional

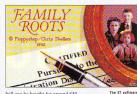
Hord drive Almost any hard drive will transform your machine, but System Solutions' MiniS wins hands down in terms of looks and practicality. It's available in a wide variety of sizes and comes with a two-year warranty.



DMC

Most professional ST applications benefit from a high resolution display - Calamus refuses to run on anything less!

that really make sense – a replacement mouse and a mone monitor. The Atari mouse is commonly regarded as the most useless piece of hardware ever devised (easily edging out in front of the Ronco Record Cleaner) and a replacement is well worth the effort. A good quality, high-resolution mouse can cost less than \$15, and if you are worried about recetifive strain lutury, a tracker



ball can be bought for around \$30. Artists and designers might prefer the flexibility of the Tabby graphics tablet, which has recently been treated to ungraded software.

An equally good move for serious users is a high resolution monitor, which provides a much sharper and more relaxing image than the alternative of a TV or colour display. Atarity own monitor - the SM124 - is abolitudely superb but sadly it is becoming more and more searce, even on the second-hand market. Most of the larger advertisers in the magazine offer their exters in the magazine offer their on the region of such as the superbolitude of the superbolitude in the region of \$120. System Solutions SM14 is a safe bet but shop around to find the best deal.

If an extra floppy drive drastically improves the software you know and love, a hard disk can literally transform it. Enormous floppy collections intelly transform it. Enormous floppy collections intelly become a thing of the past as each made every package you use is moved within double-clicking distance. Most drives these days are fast, reliable and doddle to set up. The range of suppliers is wide and Laddrock. The Upgrade Shop, System Solutions and others all offer their own brand of drives.



Protext combines power with a healthy turn of speed and it even runs well on a basic ST system.

scene is nothing if

not diverse. From

stitch, you'll find

something to suit.

genealogy to cross-

Softly, softly...

Simply changing your software can give your machine a new lease of life. I wonder how many people are still struggling along with 1st Word Plus and blamming the lack of features on their ST² Open your eyes and you will find that the Atari can compete on a practical level with any other meahine – Protext may lack graphical niceties but it provides a returnly awesome range of features and it's lethally fast on any ST with a megalytic of memory. Purpurus a discontinuous of memory. Purpurus a discontinuous control of memory and the state of the st

But you don't need to spend anywhere near \$100 on software to have a good time. In fact, one of the main attractions of the ST is its portfolio of

Second thoughts...

where computes are involved, "value for money" is purely a relative term — even budget products can seem expessive at times and deprojection is often frightening. Liasified columns are a near which are the second hand market and some an article lot of money, as users upgrade their systems or sucht to Falcons, they invariably want to off-load their old equipment as quickly as possible.



Older packages, like Degas Elite, can b picked up for buttons second-hand.

The first rule of buying second-hand is thus: do not be tempted to pay too much. As a general rule, a used piece of software or handware is worth about half of the purchase price, but bear in mind that you will used to pay a premium on very popular tems. Never be affast for make a low offer though – you can always volunteer more if it's refused.

Buying anything second-hand involves some risks and computers are no exception. When it is come to hardware, the main thing is to make sure that what you are about to buy it working property, Software is less of a problem, but technical support is sometimes only available to the original buyer and you may well be out in the cold when it comes to upgrades or bup-fires. That is a worst case scenario, but if in death, check before you buy and use any potential problems as a brazalising acoust.



Boot sales are a gold mine of classical ST software – games often sell for a couple of guid!

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We prefer to be known as a service rather than a business attractively priced independent applications. Just about every type of software has appeared on the ST over the years. You can quite easily trace your ancestors with the help of Family Roots 2, turn your hand to embroidery with Easy Stitch, or bash out a quick tune courtesy of StormTracker and all of these examples slip into the sub-£30 bracket. Education is well catered for too - Goodman's newly released Art For Kids package is just an example of the quality titles that continue to appear on the Atari

Smooth operator...

The ST's operating system is generally quite reliable, but older versions are beginning to show their age. Fortunately, there are several ways to bring your machine bang up to date. Atari's own TOS 2.06 improves the ST in many regards and maintains almost full compatibility.



If you've got enough spare memory to run several applications together, Geneva and MagiC are a sound choice



TOS 2.06 provides a much-improved deskton and also cures a few bugs!

Alternatively, you can opt for a software replacement. The two main options available are MagiC (written by the NVDI team) and Geneva. MagiC is generally better specified but both are pretty damn good at their job. The compatibility ratio is a little lower than that offered by TOS 2.06, but you do get a bonus in terms of features (most notably the ability to run more than one application at a time). "Naughty" programs can still be run by simply booting from a floppy disk.

The ST has always registered strongly on the DTP Richter scale and this is set to continue through 1995. Timeworks is still a remarkably strong contender in the ease-of-use stakes. and Easy Text Pro Vector even hoasts Speedo-

GDOS support. You don't need to move too far up the price scale before some real power begins to

appear. Calamus 1.09 chews its way through mono desktop publishing tasks with style, and DA's Vector Lite will soon join the low-cost brigade. Both can be yours for under the magic £100, by quite some margin in the case of Calamus

The advantage of both these packages is that they boast bigger brothers. You can experiment at a home level safe in the knowledge that the expertise can be carried on to a package capable of professional results. The latest release of Calamus SL even boasts many features conveniently "borrowed" from Quark Xpress on the Macintosh!

Naturally, the ST also boasts a healthy back-catalogue of other business applications. If money is tight, packages such as LDW Power and Superbase Personal are ideal - Compo can supply the pair for under £30! And when you want to move on to something more powerful, HiSoft's Twist is more than willing to take the strain in the database stakes.

And we haven't even mentioned the high quality applications that continue to stream through shareware channels. Even the strictest budget can usually stretch to a ten or fifteen pound registration fee and most types of software find their way into the public domain in some form or another: Marcel and



Timeworks 2 is still a remarkably usable package, being both easy to learn and relatively powerful.

Software Recommendations It's hard to compress the huge range of available ST software into three best buys, but you certainly won't go wrong with any of the following...

Budget

Obsession from Merlin PDL Obsession is probably the best games ever to grace the STe, and contains the very spirit of pinball. It's the sort of title that wraps itself around your psyche and won't let go.

Mid-range

NVDI from System Solutions NVDI gives the ST a shot of undiluted speed and accelerates most GEM applications beyond all recognition. If you use SpeedoGDOS, consider version 3, which offers superb speed alongside support for TrueType and

Professional

Protext 6.5 from Arnor In terms of speed and sheer word-crunching ability, Protext 6.5 knows no equal on the ST. At the new, low £74.95 price point it's one of the best value word processors you can buy - well recommended if you can live without graphical comforts.

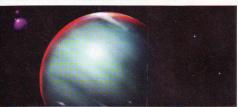


NVDI boosts graphical speed tremendously

and is compatible with most GEM



Obsession is nure class - if you are lucky enough to own an STe, I suggest you grab a copy immediately.



DB-Writer both make a good budget word processor, GEM-View and Speed of Light are both masters at graphics manipulation and the list goes on. One program particularly worthy of note is Kandinsky, which has undergone major changes in the last month and now boasts Calamus CVG support alongside a whole host of other exciting features. DA's Vector had better watch its tail!

Up and over!

One of the biggest criticisms levelled at Atari over the years has been their failure to upgrade the basic ST. However, this lack of action on Atari's part has led to a thriving upgrade market and there are very few aspects of the ST that cannot be improved or accelerated in some way or another.

If you are using a standard 520, your first step should be a memory upgrade. This simple and inexpensive move will improve your machine in almost every area - even stepping up to a megabyte opens up a wide range of entertainment software and some professional applications. A capable of blazing two-megabyte expansion can cost under £70 and can also net some performance..." impressive rewards when running business software. Calamus 1.09 will rarely report an "out of memory" error given this much space and you can also begin to think about software such as Papyrus (though only with bitmap fonts). The Marpet XtraRAM boards are recommended for conventional STs; the standard memory modules used by STe's are widely available

wealth of shareware and are a piece of cake to fit. graphics packages -If your baby ST is used for more Speed of Light and than entertainment, the next most GEM-View are in a important upgrade vou can make is class of their own



NVDI - the closest you can get to software go-faster stripes. GEM applications fly and the latest version includes a full SpeedoGDOS replacement (for use with applications such as Papyrus).

The time may come when even NVDI doesn't provide enough speed to

drive your more powerful applications effectively. In this case, a hardware accelerator such the T28 or T36 is invaluable. The former costs less than £200 and vet increases raw speed by a factor of three. Bolt on the newly released Multiboard and you can think about enhanced

graphics, a PC-style hard disk interface and superb memory expansion possibilities. Even if you don't need the power now, it's comforting to know that your ST is capable of blazing performance - and much more

The final frontier

"Your ST is

The ST boasts a

Technically, the ST may no longer be on the cutting edge, but it's still an incredibly good all-rounder and the possibilities for expansion are almost limitless. Yes, your ST's future

is available right now, in the form of upgrades, exciting new software and power-boosting hardware. Options start with a public domain disk costing a couple of quid and and with a combined accelerator graphics card, TOS upgrade and hard disk interface registering several hundred more; such is the flexibility of the machine vou've come to know and

Believe it or not, the vast majority of ST users have barely scratched the surface of their computer's potential. Hopefully we've given you a firm idea of where your ST stands and the improvements you can make for relatively little outlay. Remember, every journey of discovery starts with the first step; make that step!

Upgrade Recommendations The ST is expandable in a wide variety of ways

Here are a few of the better options... Budget

Memory approade In many cases, the more memory you throw at your applications, the better they will run. Even if you are not using powersoftware, a simple upgrade to one megabyte from a supplier like Compo can open all sorts of software possibilities.

Mid-range

7-board TOS upgrade If you are still struggling along with an elderly ST, a TOS upgrade is wellworth investigating. Not only does it fix oodles of bugs but you'll also get a much better desktop

thrown into the bargain. Professional

T28 Accelerator from System Solutions For a respectable speed increase with very few compatibility problems, the T28 from System Solutions takes a lot of beating. It's available for the ST or STe and is also fully expandable through the Multihaard



Ranish those "out of memory" messages forever (well, at least ten minutes) with a cheapy upgrade.



The above statistics show how a humble ST compares to the T28 - humble indeed!





Take part in our survey.

... and help shape the future content of Atari World!

Atari World is contributed to, written by and produced by an enthusiastic, experienced team. But to get it right, we need to know what equipment you own, what you'd like to buy, the kind of articles you'd like to read and,

As an incentive, filling in this survey gives you the chance to enter both of our competitions - for the Falcon system on pages 32 and 33 of Atari World and for one of the 25 copies of UVK on page 9 of ST Source.

Atari World Survey, Unit 3 Green Farm, Abbots Ripton. Huntingdon PE17 2PF

Competition winners will be selected on May 15, 1995 - get your form in early!

WHO	ADE	VNI	12
WILL	MUL	IV	"

- · What sex are you?
- ☐ Male
- ☐ Female

· How old are you?

- 12 years or under
- ☐ 13 17 years
- ☐ 18 22 years
- ☐ 23 27 years ☐ 28 - 32 years
- 33 42 years
- 1 43 52 years
- ☐ 53 64 years
- ☐ 65 or over

· Where do you live?

- South East England
- South West England Midlands
- North East England
- North West England
- ☐ Wales
- ☐ Scotland
- Northern Ireland

- Europe Rest Of World

Please tick one box unless guided otherwise.

WHAT COMPUTER DO YOU OWN?

- . What Atari machine(s) do you own?
- (you can tick more than one box) ☐ 520 ST/STM/STF/STFM
- 1040 STF/STFM
- 520 STe
- 1040 STe
- Mega ST
- ☐ MegaSTe TT T
- T Falcon
- ☐ Lynx
- ☐ Jaguar
- . How much RAM do you have?
- □ 0.5Mb T 1Mb
- ☐ 2Mb
- ☐ 2.5Mb
- T 4Mb
- Over 4Mb
- · What hardware do you own/intend to buy in the next year?

Memory upgrade

Own Intend to Buy Second floppy drive

- Hard drive Printer
- MIDI system П Mono monitor
- П Colour monitor TOS upgrade
 - Modem Graphics board
 - Accelerator board
 - Video digitiser Sampler CD-ROM

What do you use your ST for? (you can tick more than one box)	Do you expect Atari World to directly influence your
	software and hardware purchases?
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DTP	□ No
Graphics	Is this first issue of Atari World good value for money?
Music	Yes
Games	□ No
_ Educational	
Communications Databases	 Do you like the idea of having three separate magazines?
	☐ Yes
☐ Home accounts ☐ Business	□ No
business	
What display do you use?	Which would you prefer for Atari World?
□ TV	An optional Reader's Disk at less than £3 per issue
Mono monitor	A Cover Disk at about \$4 per issue
Colour monitor	THE REED SHUPE THE LINE
Colour monitor	Which have been your favourite and least favourite
How long have you owned your computer?	sections in this issue of Atari World
Less than a year	(you can tick more than one box)
Up to two years	Favourite Least Favourite
Up to three years	□ □ News
Up to four years	- Reviews
Up to five years	☐ Features
More than five years	Makin' Music
Look of his frame is to be a series of the s	PD Arena
How much do you intend to spend on products for your	☐ ☐ Comms
computer system in the next 12 months?	☐ Programming
☐ Up to £50	□ □ Q&A
☐ £50 - £100	☐ ☐ Talkback
□ \$100 - \$200	ST Source
\$200 - \$300	Atari Pro
\$300 - \$400	Atan Fro
Over \$400	How computer literate would you describe yourself as?
	☐ Very
	Average
ATARI WORLD	Below average
Silvery would be 18 50 where mall w	and to
If you previously read Atari ST Review magazine, how	How have you found Atari World's editorial style?
would you compare this first issue of Atari World?	☐ Too simple
Much better than Atari ST Review	☐ Just right
Better Dieser	☐ Too complicated
About the same	Swey II - El 🐑
☐ Worse ☐ Much worse	
stuch worse	
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models of the second	Please send your completed survey and competition
Which German company has just launched a Falcon Mk II?	entries (to arrive no later than May 15, 1995) to:
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Which other German company produces Cubace Audio?	Atari World Survey Unit 3 Green Farm

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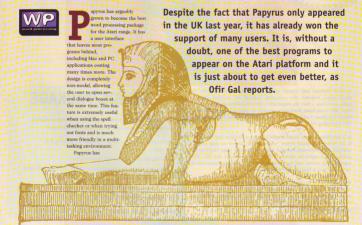
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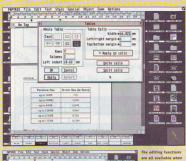
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Papyrus 4 The Inside Story





The state of the s

viewing the whole page on screen. Very useful for placing images and text boxes.

get on with writing the next document while it prints. The layout features are impeccable and text and graphics can be moved freely around the page Although

Papyrus works best with NVDI 3 installed, it can also cope with old style GDOS and Signum fonts.

There's no use in pretending that the program is perfect and has no short-comings. Its handling of template documents leaves a lot to be desired.

ments leaves a lot to be desired.
While it supports the concept,
the implementation is cumbersome. It has no support for
macros and lacks that basic
writer's companion, a the-

Neither is there a

ly and is a clear example of "clean" writer's con
GEM code. It works with almost any saurus.

system modification. It even worked on Neither

GEM code. It works with almost any system modification. It even worked on the early test versions of Magic Mac. Being a Speedo based application it produces top quality

something better. The document can be

viewed and edited at any magnification

You can still move, enter or delete text

has many DTP-like features too such as

micro-spacing and adjustment of char-

acter width that are not found in other

The program is multi-tasking friend-

and images in preview sizes. Papyrus

output. Papyrus even manages background

Atari word processors.

background printing so you can It is possible to create complex tables in Papyrus that include calculation between cells. This is useful for preparing VAT invoices for example

feature or text analysis for correction of the most basic typing errors like double spaces and sentences that start with a lower case letter. The hyphenation function is not flexible enough and it does not work very well in English. Norlow does Papyrus handle colour images although it can print coloured text.

To cap it all, Papyrus can be slow operations like search and replace can take ages in long documents, but other functions such as printing are very fast. It also uses quite a bit of memory and requires 2 Mb or moreof RAM. The whole document is loaded into RAM which can be a problem If your documents contain a large number of images.

The Future

The good news is that Papyrus v4 is currently under development. The program is being completely re-written and

ROM Software

The people behind Papyrus are Ulli Ramps and Christian Rieber. Ulli handles the business side of things and is also closely involved with the program design. Christians is the person that actually wrote the program that began its life, surprisingly enough, as a label printing utility.

Christian started programming on the 8-bit Atari machines. He studied computer science and specialised in artificial intelligence and user interface design. He even wrote a book about programming the 8-bit Ataris.

Asked about the user interface in Papyrus, Christian explained: "One of my friends had a NeXT system and I was very impressed with the interface and how user friendly it was. As a result, the very first version of Papyrus featured non-modal dilatogues".

Papyrus 1 was released in 1987 and nonmodulasign was a relatively new concept at the time. "I think that this is the best thing about Papyrus, it's user friendly," added Christian. "There is no point having thousands of hidden features that the user can't get at."

I asked Christian about his plans for v4. "I am now busy converting the code to C and most of the work is done. I am using the E-EEM library on the ST and while I'm certainty writing an OS/2 version for the PC, we'll continue support and development of the Atari version".

It is interesting that they chose OS/2 and not Windows which is much more popular. "OS/2 is a young operating system and we like it — It's a well put together user environment to work in." Christian explained that he now writes the code for both platforms at the same time so that any new features will be available to Atari and PC users simultaneously.

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SCSI Verify - This option en which slows down disk access. your hard disk is unreliable o only implemented on Falcons: machines.

Install XFRB - This option



In order to allow background printing. Panurus antionally uses its own printer ivers. The program is supplied with a variety of drivers but you can ever

THE NAME OF PERSONS OF PERSONS create your own.

image by reference rather than storing all image files within documents as the current version does. The current limit of 256 font families will be removed and memory requirements will be reduced Colour image support is also very likely

Viewing and editing is possible at any magnification, Here to be included in version 4 fine adjustments of character spacing are nerformed at a zoom entile of consu

What's non-modal?

When you select a menu or a button that opens a dialogue box, you are actually in a program mode This means that you cannot do anything while the dialogue hay is on screen. The menu har becomes inaccessible and clicking anywhere outside the box produces a beep. Most programs use a modal design like this simply because it is simpler to implement - and over the years we've got used to it. There are no real advantages to the user except for some speed gain.



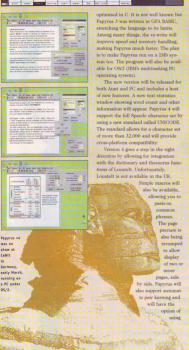
to see the effect of your settings. Very useful when trying out different fonts for example.

Non-modal programs on the other hand, never put the user in a modal situation. You do not have to OK a dialogue box before you can open another one. The program never puts any limits on your actions. You can always do anything, even while it's printing. In practice that means that you can open the Font Panel in Papyrus and see the document while you try out various fonts.

There are minor disadvantages to this system. Since you do not need to close dialogue boxes, you are likely to find your screen crowded with open windows. Windows also take a little longer to appear on screen.



further by allowing you to customise the interface. You have the choice of Atari style OK and Cancel buttons, the NeXT inspired Apply and Revert, or both!



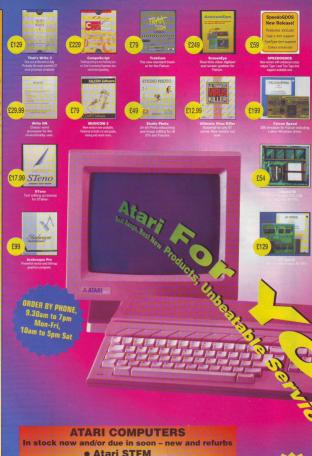




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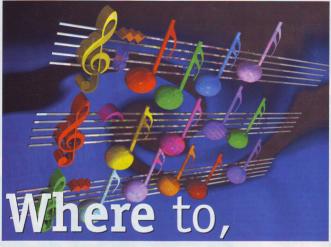
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Ian Waugh looks at what the future holds for MIDI file libraries.

MIDI?



helped to found. Countless numbers of entertainers use them for backing tracks for their acts and many more people like to experiment with them at home for fun, as a hobby. But soon, this may end.

product of the

The MIDI file is under threat. Yes, that humble MIDI file of this week's Number One record you bought yesterday may soon be a relic, a thing of the past. In fact, it may already be illegal.

The reason? A change in copyright laws. No-one, with the exception of the criminals who pirate software and MIDI files, would deny that a composer is entitled to reasonable recompense in

return for creative efforts. When you buy a cassette or CD, a percentage of the price goes to the artist.

Prior to the January 1, 1995, you could obtain a lleaser from the Mechanical Copyright Protection Society (MCPS) to produce and sell a MIDI file of any song. The MCPS consists of a handful of music publishers who effectively represent all the major players in the music publishing industry. In return, you paid them a percentage of the selling price, around 8.5 to 10 per cent.

This licence was not, as you might expect, a licence to sell MIDI files as such, but one to sell audio tapes – backing tracks. The MCPS had no licence to cover the new medium, and audio seemed the closest.

Copyright rules OK
At the moment, the

At the moment, the situation is far from clear and even the MCPS is

unable to shed much light on certain sections of the r laws. What is emerging is that the pub. lishers want royalties for rights that , they claim, are inherent in a MIDI file. These include printing rights (because you can print a MIDI file as a score), adaptation rights (as you can change the pitch and tempo) and synchronisation rights (because special karaoke software can display the lyrics of a song on screen in time to the music)

The new royalties are to be 22 to 23 per cent of the retail price of the file or 15 to 15.5 per cent of the price if the file does not have

an RRP. Technically "Making people pay for speaking, all MIDI file licences prior to the potential of a MIDI 1995 were not actually for MIDI files so file is like locking up any files produced before that time are someone who buys a not now licensed aun because it has the under the new rules and so are in breach of copyright. potential to kill"

In addition, unlike the blanket ruling whereby you could create a file of any song, you must now obtain prior approval for each song you want to arrange. Many popular artists—or their management or publishers—have already refused to allow any of their material to be arranged as a MDII file.

These include Andrew Lloyd Webber, Billy Joel, Dire Straits. Haddaway, Lenny Cravitz, Mike "If the music industry Oldfield, Pet Shop Boys, Peter Gabriel, can get away with Simply Red, Take That, Tasmin charging twice as much Archer, Terrence Trent d'Arby, The for a CD as a cassette Doors, The when they cost less to Vangelis among others. This means produce, they can get just to spell it out away with anythina" that it is illegal to

any song by these artists.

More please

sell a MIDI file of

So is the Increase in royalties a fair and just amount? That depends on which side of the money box you're sitting. The MCPS says it is trying to obtain the best deal! to and for its members—a worthy aim—and the increased royalties reflect the additional rights buyers get. But who says the percentage accurately

reflects this? Yes, the

Note that it is the potential use of the MIDI file that you are paying for, not the actual use you put the file to. But as one MIDI file company remarked, "Making people pay for the potential of a MIDI file is like locking up someone who buys a gun because it has the potential to

Says Roland's Alan Townsend who, as Business Development Manager, is heavily involved in this market: "The changes will make the currently reasonable royalties quite excessive and it would be a pity if this stifles the creation of sood data."

He continues: "It is ironic that,

while no one denies
that music can be
printed from a MIDI
file, I don't know of
anyone who actuall;
does so.
Most of the
identified
markets for
files have no
need for
print and

in any
case expensive software and a
high degree of skill is needed to turn the
initial file into a readable score."

Feelings about the new rules run high in the MIDI file fraternity. Not least because of a slow response from the MCPS and the uncertainty still surrounding the situation.

According to Heavenly Music, MIDI file libraries were promised a 7-day

turnaround on clearance of titles. Some 800 of Heavenly's titles are still awaiting confirmation after two months. Said Heavenly's Joe Ortiz: "You feel as if the last four years of your work has been flushed down the

Some members of the MCPS, such

toilet.

as EMI, are even breaking away and negotiating their own royalty deals. If this becomes a trend, a library may have to contact haif a dozen publishers to fuffil a single order. There is also a suggestion that MIDI files may only be licensed after the publisher has heard them. That means a library has to carry out the sequencing work with no guarantee of getting a licence on presenting it to a publisher.



Hits for Billy Joel but missing from MIDI file libraries...

So why the sudden switch in rules? Is at just about money? The MCPs may it's to do with rights but if there was no money attached would they be so interested? As one MIDI file company said: "If the music industry can get away with charging twice as much for a CD as a eassette

when they cost less to produce, they can get away with anything."

But why make it so difficult for the MIDI file companies? One theory suggests that the publishers want the MIDI file market to themselves. Another is linked to publishers' paranoid attitude to print rights. Yet another suggests the music corporations want to control MIDI files just as they control cassettes and CDs.

Whatever the reason, and whatever the eventual outcome of the situation, two things seem clear. The cost of MIDI files will undoubtedly rise and the range of available MIDI files will fall drastically. Both ways, it's the customer who loses, the small companies that suffer and the big bows who eain.



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improved A/D & D/A conversiongives the eight digital audio channels high quality sound to process, the other-fast \$14meg internal \$CSI-2 drive and the 14.2 meg of RAM cosstandard gives your audio and graphics applications room to spread their wings and reach their full potential. Whether you are using Cubose Audio 16 or Logic Audio, Apex Media or 'Vidi-ST, you owe it to yourself to run them on the CLAB FALCON MAII and give your creativity room to breathe. FALCON MKII





HISTO in sequence



Gaiits (now Software Technology) was one of the UK's ST sequencer offerings along with Trackman and Virtuoso

Who said the Atari

Sweet 16 rolled into

play just a year or

market is dead -

f ever a computer earned its place in musical history it's the Atari ST. Whoever's idea it was to build MIDI sockets into a computer (the most popular theory is that it was lack Tramial's con) undoubtedly helped the ST become the

The ST wasn't the first computer to support MIDI of course - the Commodore 64, the Apple II and even the Atari 130XE all had music software - but it was the first affordable machine and that encouraged music software developers to write for it.

When the ST were a lad

musician's favourite computer

When the ST was first launched over ten years ago. MIDI was in its infancy. There were only a handful of instruments with MIDI sockets (remember Sequential's Prophet 600 and Roland's Jupiter 6?) and programmers were just starting to explore the potential of controlling MIDI through software

The term "sequencer" was already well-established and referred to analogue devices that could play a short sequence of pre-programmed notes - á la Tangerine Dream. Although the modern sequencer is more of a music processor or recorder, the name stuck.

One of the earliest sequencers was Steinberg's Twenty Four which cost

so ago! £165 (a lorra lorra money ten years 15 Insert

Ian Waugh looks back over ten years of sequencing history on the Atari.



ago!) and it was, at the time, the biz, It later became Pro 24 and can still be found in some music bundles today. Other sequencers on offer then included Miditrack by Hybrid Arts and MIDI Recorder by Dutch Company, Mopro.

Designer tracks

One of the major issues which concerned early music software developers was how to design the program and user interface so musicians could understand it and use it. Up until that point, the vast majority of musicians - and ordinary people too! - had had very little experience of computers so most programmers designed the sequencing concept around existing music technology the multi-track tape recorder.

Steinberg's Pro 24 is a classic exam ple. It imitated a 24-track recorder. something few musicians could ever hope to own. It featured not only realtime input but step-time input too (an impossibility in the world of multi-track recording), quantisation (a totally new

concept), MIDI delays (another new idea) and many more facilities which could only be accomplished via MIDI.

State-of-the-art though it was then. the user interface now appears very clumsy in comparison to modern programs. It was, however, a very influential design and had a profound effect on development for several years.

Take control

Most sequencers stayed with the multitrack concept offering 8, 16, 32, 64 and even an unlimited number of tracks. This was power most musicians previously only dreamed of although very few actually used more than 16 tracks, a fact that remains true today.

Control over the music was via tape recorder style transport controls (this hasn't changed either) and there were punch in and out facilities which are really unnecessary in a MIDI sequencer.

The potential of MIDI was just being discovered. If you made a mistake during recording you no longer had to

re-record the part. You could dive into the music data, find the offending notes and change them.

At first this was done through an event editor that listed every MIDI event in a track. Some early editors showed data in a raw numeric format but now they show information in a more friendly way. Pro 24 is still one of the most popular sequencer editors and ideal for fine tuning and editing data but for real ease of use something a bit more friendly is required.

Along came the piano roll or grid editor, based on the old mechanical player piano rolls. Notes were shown as oblong bars on a grid with a piano keyboard running down the side of the screen. It made it much easier to see notes in context and you could usually edit them via the mouse.

Other editors including a song editor which showed music in one-bar increments (still used in Passport programs although the company has withdrawn from the Atari market), graphic editors for handling controller data, frum editors to help create drum tracks and score editors.

The latter was very difficult to implement successfully. C-Lab added scoring facilities to the company's Creator sequencer turning it into Notator – one of the best sequencer/ scorewriter programs on any computer

Pattern maker

As sequencers developed, many new and exciting possibilities came to light. Many musicians felt comfortable with the multi-track linear-based system because it was familiar but MIDI data does not have to be stored in the same order in which it is recorded.

This lead to the development of pattern-based sequencing in which musical phrases could be created in any order and moved arbitrarily around an Arrange page to create a song. It is now regarded as being the most powerful and flexible way of creating music.

Steinberg's Cubase is generally acknowledged as being the first sequencer to use this system and the vast majority of other sequencers soon followed suit.

With the realisation that MID data can easily be manipulated by a computer, programmers began to include sophisticated processing functions which many musicians now consider part of the music creation process Groove quantisation, harmonic transposition, velocity and dynamics adjustment, arpegigation, MIDI mixing, and scaled controller data processing are there to help your creative process.

Here and now

Sequencer development during those early years was fast and furious and at

module in Score 2.

The grand-dadey of the grand-dad







one time there were over 30 sequencer packages available for the ST. Some were entry level programs conting from \$50-200 but many were vying for the pro end of the market. Programs such as Hybrid Arts SMPTETrack, Digital Muse's Virucos, Passport's MasterTracks Pro, Dr. Ts KCS and Mollis Research's Trackman came in

Hollis Research's Trackman came in during the '80s – and many went during the early '90s.

Partly through having good products and partly through marketing clout, two companies have dominated the sequencer market since the late '80s – Steinberg and C-Lab (which later became EMagic).

The current programs produced by these two companies – Cubase and Logie – bear little resemblance to those early sequencers. The arranging facilities and data processing functions would have been mind-blowing to the musician of ten years ago. In fact, a common criticism of these high-end programs is that they have too many features and are too complex.

That's as may be, but you don't have to use all the advanced features at once. You can grow into them as your experience and needs increase.

Over the next few months we'll be exploring some of the more interesting and even areane aspects of sequencing. For beginners, we'll look at sequencing basics and bring you a collection of hints and tips you will be able to try with most sequencers.

Music – and history – is still being made with the ST. Two more for the history books! MIDIStudio Junior (top) was yet another sequencer that appeared on the cover of an ST mag (ST User in this case) while Rave, from the author of Virtuoso, never

potential

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Public Arena

There's little doubt that some of the best ever ST and Falcon programs have appeared as either public domain, shareware or freeware. *Public Arena* will bring you reviews of the best programs and games, month in, month out. Let our ten-point marking system guide you effortlessly through the decision of whether to buy or not. Reviews by Nial Grimes, Joe Connor and Denesh Bhabuta.

GEMBench

4.02





GEMERCH 4-O2 in the livest version of the industry-standard order industrial properties of the industry-standard order industrial properties of the control of the industry-standard for Offic Gal. With it, you can use the speed of your computer or compare to to those of other Acra the ado systems. There are benefits after the control of the control of the control of the form VIII text and graphics and CEM dislogue boxes to the optional floating point marks co-processor, floppy and hard disk access and more.

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This version of GEMBench has an improved user interface and now comes with an on-line help system in ST-Guide format. It's well worth the registration fee.



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BOBtracker



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BUY

BOBtracker is an advanced module (MOD) player that runs either as a stand-alone profram or an accessory. It also makes full use of the Falcon's DSP chip to produce quality playback without burdening the main

processor.

Most MOD players can handle 4 tracks of sequenced sound samples but BOBtracker supports up to 8 tracks with real bass and trable control boosting.

When you run BOBtracker as an accessory (or an application under MultTOS) samples can be played in the background while you get on with something else. All the primary functions are available from the main window which calls other windows as required. The video style buttons control playback as you'd expect and the eject button calls the file selector ready to load another MOD file.

A few non-essential features are reserved for registered users but at only \$6 it's money well spent.

Duet 1.00



Goodman International • £1.95 • ST/STe/Falcon

Duet is a cheap, no hassles, networking program for TOS-based computers. You can connect your Ataris via the MIDI ports, serial ports and

can connect your Ataris via the MIDI ports, serial ports and even the LAN ports (on the Falcon and TT) and even let both computers share the same printer.

The program and documentation is in German but it is

The program and documentation is in German but it is still very easy to set up. Duct comes with a set of drivers and all you need to do is choose the appropriate one for your setup. Then there is the configuration file and a program to read it. The configuration file specifies which drive loons on one mehine relate to which physical drives on the other and what speed the network runs at. All three files go in the AUTO folder.

With this program, you can, for example, create a file on one computer and copy it to the other and vice versa. It is

even possible to unpack a file across the network without any problems. If you've got two Ataris, and don't mind spending a few quid on cables, this is one you've got to try.



HS-Modem - for fast file transfers.

Get your Ataria

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With the increasing

012:15

Information Superhighway and the growth of on-line services like Compuserve, many modern users are feeling the need for speed. While modems are undoubtedly getting faster, the STs serial port is falling behind.

HS-Modem 6

In fact, the ST can't make full use of the fastest modems without various fixes. One of them is IR-Modem, which not only fixes a serial port bug, but actually increases the speed with which data transfer occurs at the serial port. The increase in transmission speed is most prominent on the Falcon and TT, and not so much on the ST, which needs a hardware modification to, the serial port.

HS-Modem is a modular system, where you only use the necessary bits. This version also comes with an easier way of configuring the program for your system although it's still nowhere near being perfect. Important bits in the documentation have also been translated into English. If you're sick of paying a large slice of your income to BT or Mercury, HS-Modem might just put a pound or two back in your pocket.

888880

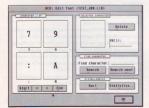
OCR 1.3



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Recognition is no longer an obscure application for techies. Hand scanner prices are as low as they'll ever be so if you want to get text into your computer, you've got a good chance with OGR. What's more it's freeware and doesn't cost you a penny.

OCR can be run on 0.5Mb machines, but I would recommend more memory, as scanned images tend to be large. The program comes with a couple of example images, which it whizzed through in no time when I tested the program and left me with some remarkably error-free ASCII files I could actually edit and save.



Pieses Programm ist PREEWARE. Es darf verden. Eine Verbreitung über Mailboxe erlaubt. Eine Verbreitung auf CD-ROMS. Zeitschriften ist MID mit mainer schriften Das Programm Programm und Bester Gewerter ter ht

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OCR File Edit Option

beroen. Eine Vereitung auf CO-ROAs und auf Cover-Disketten von Zeitschriften ist NWA mit neiner schriftlichen Genehalgung erlaubt. Das Programm nuß inner konplett weitergegeben verden. Das Verändern i Program

Like its commercial counterparts on the Atari (notably Migraph OCR) and other platforms, OCR can be trained for any particular font. Training OCR makes it more accurate. Each time it comes across a character it can't recognise, you just type in what it is, and OCR remembers it for the next time.

Identify as:

The latest version is now in English, and it comes with online help in ST-Guide format. If you need to scan and interpret ext or you just want to see what the technology can do, have a look at this.

6666666

ST-Guide Creator 4



International • £1.95 • ST/STe/Falcon

come with on-line help in ST-Guide hypertext format. Many reference texts and classic books are also being converted to this format too and ST-Guide is rapidly becoming the Atari standard, much as Hypercard was on the original Apple Macs. Why has it been so successful? Probably because it is so

oading : 6:\sigcread\sig.crir.4\int2sig\int2sig.eng ig: 521 |: 6:\sigcreo4\sig_crir.4\int2sig\tx12sig.576 destination (noninitaminitation)

File: THT2ST6.ST6 Size: 12272 Bytes [368 Lines, 6 Pages] endpode ode "TXT2STG.TTP" B@ ("TX 2STG. TIP ignore) @(0) The package Construction of a hypertext source file Many PD and shareware programs now Contente Welcome flexible and so easy to use. Indeed ST-Guide is something we The package Construction of a hypertext source file

Read all about it In ST Calde

should have had a long time ago - it lets you display text and images on screen with point and click links to other pages

If you want to create these ST-Guide hypertext files for vourself, you can create them manually, by placing all the control codes in the correct places, in a text file, using a simple text editor. But this is tedious in the extreme

ST-Guide Creator makes the process a doddle. Take a text file, import it into the ST-Guide Creator program, wait a few seconds, take the resulting file to the bundled Hypertext compiler, and sit back and admire the view.

A Hypertext compiler is bundled into the nackage.

Manage your GDOS

fonts more easily.

Fast screen blanking

for your Falcon with

TurboRlanker



Speedo Font Utilities



Goodman International . £1.95 . ST/STe/Falcon

This is a disk that will certainly go down well with SpeedoGDOS and NVDI 3 users

It contains three separate programs, and a couple of rather good quality Speedo format fonts too. The first program General GDOS, lets you view and print installed fonts, printer

control codes, and general information about your system. Next there is the GEM-Font viewer, which shows you the full character set of a particular

GDOS font The third program, SPD List, creates text files

containing the actual names of the font, alongside the file name. This is very useful for looking for a particular font from the desktop, as Speedo fonts have pretty cryptic names. Not all of us can remember that the font file BX000648.SPD is in reality Bitstream Charter, for example! If you've a big collection of Speedo format fonts and want to back them up or create folders for particular types, this utility will be invaluable



TurboBlanker 1.23e



Goodman International • £1.95 • Falcon only

Some Atari screen savers just blank the screen; others have plenty of colourful graphics but require a lot of memory and processing power. New screensavers always arouse interest especially if they're

TurboBlanker is a Falcon-specific screen saver. It differs from many others in that system performance is accelerated when the screen is inactive. It also makes use of the energy saving mode in many modern SVGA and multisyne monitors and works with screen enhancement utilities like ScreenBlaster and BlowUp. "Hot zones" provide precise control over what you want TurboBlanker to do. You can activate the screen saver immediately by moving the mouse pointer to

easy to set up and use little or no memory.

the lower left hand corner of the screen, and it can monitor input sources such as the mouse, keyboard and



One possible problem: I tried TurboBlanker on two monitors - and it only worked on one of them

23 23 23 23 23 C3

Mega Games Bundle!



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Backgammon The classic board game, Backgammon is probably the oldest of all games combining skill and chance.



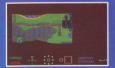
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PacShell



Floppyshop
• £2.00 •
ST/STe/Falcon
Many archive formats like

LZH, ARC, ARI and ZOO have horribly convoluted command line interfaces that can be very confusing for first time users. Happily a number of shell programs have appeared to cushion beginners from the dreaded command line with comfortable point and click front ends.

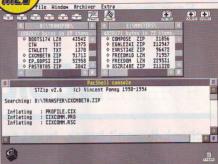
Archive shells are typically styled as twin file selectors like STZIP and Two-In-One but PacShell breaks with tradition and uses an alternative desktop complete with drive icons, trashean and directory windows.

After initial configuration, archives can be extracted or created by draging files between directory windows. Progress can be monitored using the conside window which can be secrelled back should something unexpected happen. Archives can be dragged and dropped onto optional tool loons that can be installed directly onto the desktop. Common tools offer automatic virus checking and undecoding and emodities.

PacShell offers hypertext on-line help in ST-Guide format which can also be used to view

Guide format which can also be used to view to readme files in archives by double clicking on the desired file Registered users receive a personal key to unlock a few nonessential features that are disabled in the shareware version.

PacShell provides drag and drop archive handling via its own desktop



000000000000

Kaleido



Goodman International •
£1.95 • Falcon only
Colour icon editors are still a rare breed

so any new offering is bound to attract attention. Kaleido runs in 256 colours in either 320x200 or 320x240 resolution which seems a bit strange as only 16



Kaleido was designed to edit a kaleidoscope of colours – well sixteen of them anyway!

GON. RSC file, the default TOS icon resource file, and though other RSC for-

good range of tools including useful polygon and line tools and this, combined with the ability to import graphics in IFF and Windows BMP file formats, makes it easy to create stunning icons for your favourite programs.

Pressing the F1 or Hel buttons activates the useful on-line help mode. In this mode the cursor changes into a question mark and can be used to point and click around the icons displaying brief help messages in the cdit window. Kaleido isn't a bad effort but it certainly needs more flexibility.



PGPShell



Floppyshop • £2.00 • ST/STe/Falcon PGP, short for Pretty Good Privacy, is a

public key encryption package designed to send secure messages and data files. PGP has been implemented across several platforms which, I suppose, makes it the de facto standard. The Atari incarnation is a TTP application that needs to be fed a series of command line parameters.

Happily PGPShell makes the whole procedure easier, especially for on-line users, although it's also suitable for people who want to send disks by post.

Each PGP user needs two keys, one public and one secret which vary in size depending on the selected security level ranging from "Cassant" to "Millaray".

To send a secure message you encrypt the file using the recipient's public key and optionally "sign" it using your own secret key. The recipient decrypts your message using his secret key, followed by your public key, if you signed your message. On top of this, your secret key is password protected which prevents anyone

PGPShell offers

Pretty Good Privacy*
for everyone.

stealing and using your key,
Confused Point worry,
It's all fairly painless – but
unless you're a paranoid
scientist it's hard to see
why the average Atari
World reader would use it!

Ruftrade



Floppyshop • £2.00 ST/STe/Falcon

Ruftrade is a no frills German to English translator with one important advantage over its peers - it generates readable English!

.........

Ruftrade evolved from the earlier E-Dict which asked the user to select the desired word from several alternatives. This resulted in larger, less efficient dictionaries and extremely slo-o-o-o-w translations

The secret of Ruftrade's success lies in its highly specialised Atari oriented lexicon which only contains a single translation for each German word. The most likely word in the Atari context has been determined by building the lexicon almost entirely from German Atari software documentation

At only a fiver it's well worth getting hold of the registered version which includes an ever expanding dictionary with more 'group replacements'. These take common wrongly translated phrases and replace them with meaningful

English equivalents which considerably improves the legibility of a Ruftrade transla-

My only grine with Ruftrade is the interface which simply doesn't do the program justice.



Ruftrade's interface is pretty basic, but it does its job effectively enough

If you're curious about your Atari

why not let Profile take a look

under the hood.

Voyager runs rings

round Saturn!

Voyager



Floppyshop • £2.00 ST/STe/Falcon

If you're into astronomy you'll love Vovager! I was soon totally engrossed in



exploring this fascinating package and marvelled at the sheer scope of the features on offer Everything is accessed via the alternative desktop interface which features drop down

menus, icons, function keys and (by holding the right mouse button down) a pop-up menu which duplicates all the options in the drop down menus.

It's a great shame that the shareware version is so crippled that it is little use at all, this kind of approach to shareware often alienates more users than it attracts but since the potential audience is probably fairly small the author deserves a registration fee from each and every user

The non-standard interface combined with the saudy colours and lack of customisation are my only reservations about this otherwise excellent application.



Profile



• £2.00 4 ST/STe/Falcon Profile is one of

those utilities that looks set to become a standard Atari diagnostic tool. It performs a complete analysis of your system which can be saved to disk or printed out as desired. The information is divided into bite sized chunks and displayed a page at a time in the main window. The general pages offer a safe environment for nosing around your system and browsing through configuration files, auto folder programs, accessories, control panel extensions and so on With four different machines each sporting

different hardware components and TOS versions, and possibly running one of several multitasking operating systems, you're bound to run into the odd rogue program now and again and Profile is designed to help developers figure out what's going on. I'm sure most developers would prefer to get a complete Profile report from a machine that refused to run their program instead of ten minutes of telephone abuse..

Armed with nothing more than a copy of Profile you can turn yourself into a software developer's nightmare - now I'm off to tinker with my BCONMAP!



6666666

Hoog sets nev

of shareware

nlatformer

ake a gawp at

those graphics!

Showers of stars

are scattered as

is collected:

each piece of fruit

standards in terms

Hood



Completing a level is a two-stage process release the children and then grab a balloon to send them flying to safety. Smart bombs can be used to dispose of any ninja-snails that get in the way and a good harvest of fruit will help out in the score department. It's a near-perfect game - there are bad-

dies to blow up, goodies to collect and an overall

mission to keep you ploughing through the levels. The attention to detail is quite superb too: Hoog can only survive underwater for a limited time and showers of stars are produced when fruit is collected. Even more amazing is the fullscreen, parallax scrolling. Yes, I'll say it again - two levels of full-screen scrolling on a standard ST! Look carefully and you'll notice that the movement isn't quite as smooth as it could be, but speed is no problem and the graphics are bliss-

fully colourful. Only the music lowers the overall tone with a bouncy melody that enters your subconscious and simply refuses to leave.

There are three sample levels in the shareware version of Hoog and the full eame includes fifteen. These are spread over three

different islands. each with individual graphics and unique challenges. Hoog is

worth its fiver registration fee several times over, even if the music does drive you insane. Judging by the sample levels, it won't take too long to complete, but I guarantee that you will have a bundle of fun along the way. A classic.

Goodman International • £1.95 • ST/STe/Falcon (with Backward) ame consoles such as the Super Nintendo and

Megadrive owe their success aniacally addictive, cutesy games and Hoog provides a taste of the genre's appeal on the ST. Put simply, this is one of

the best shareware games ever The star of the show is Hoog, a dumb-looking animal with a major mission on his hands. I'll spare you the sory details but essentially you have to dash around a large, colourful

nura class! room, rescuing children from cages

Our man Hoog can stay under water but be sure to give him a breather every now and again.

Gnu Chess 3.5

driven interface fronts up the all-new Gnu Ches: - how about a 3D board guys? Right: Hints and cheats are only a mouse click away. but you wouldn't use

them, would you?

Below: A mouse

Floppyshop • £2.00 • ST/STe/Falcon

here is something strangely addictive about computer chess games. No matter how hard you try, it's impossible to resist a quick game and Gnu Chess is likely to beat you hollow (speaking from experience).

It's not surprising really, as the rather lacklustre display disguises a pretty mean chess-playing machine. A huge library of opening moves lies at the machine's disposal. and the documentation is

proud to point out that the game has an ELO rating of 1500. There are no play levels as such, but you can specify the computer's thinking time and quick hints are available if you get stuck. Version 3.5 offers a much better interface than its predecessors, although you might



experience menu problems on anything but a 'clean' machine GNU Chess has everything you could expect from a quality chess game. It's fast enough to be enjoyable and should provide enough of a challenge for most players. The mono-only graphics could be a bit more exciting, but you can always

88888

Above: It's surpris-

sanity died to bring

you this picture of

the second level

- ves. it's that

difficult

ing just how difficult Breakout becomes without a standard bat.

Bouncer

Goodman International • £1.95 • ST/STe

t's Monday morning, it's PD Arena time, and bouncing over the horizon comes yet another Breakout clone - let joy abound! But before you turn the nage in

disgust, Bouncer is a little bit different because the bat has been replaced with a see-saw and two acrobats. The more successive bounces you can manage, the higher the guys will jump and the more blocks will disappear. Smart hombs make it a little easier to clear crowded areas, but it's tricky to use them while maintaining control of the platform.

As you can see from the screen-shots. Bouncer is no hotshot in the graphics department - the blocks do have a rather appealing 3D quality, but the acrobats themselves look like relics from the Spectrum and could really do with some more character. Favourable impressions created by the title music



enough originality in there to make it a worthwhile buy. It's no easy ride though: prepare for night after night of frustration!

Crazy Letters

Floppyshop • £3.00 • ST/STe

razy Letters is a landmark game, being the very last Dunce's Cap production for the ST. It follows on from a whole line of semi-educational titles and is essentially a word same. The idea is to find a word hidden beneath a grid of score tiles, whilst keeping in credit points-wise. You can guess

the remainder of the word at any time and a certain amount of strategy is involved - quitting a round while you are ahead for example. The second stage, entitled 'Vowel Play' is the



opportunity to gamble your score for an extra life. Bonuses brighten things up moderately, but it's not really 'edge of your seat' material.

Crazy Letters is a typically DCS affair - it's lavishly decked out with sampled sounds and swish graphics, but you can't help feeling that the gameplay takes second place.

Nevertheless, if you have enjoyed Dave's work in the past, this one

Finish the words and win the points - it's as simple (and engrossing) as that.

8888 standard issue pot-luck round and is followed by an

Yukon

Floppyshop • £2.50 • Falcon

must admit that playing patience wasn't exactly what I had in mind when I bought a Falcon, but it's surprising just how addictive the game can be, even when it's running on a machine capable of so much more. Yukon is a standard GEM card game, complete with window-based playing table, and a simple mouse-controlled interface. The game itself and the documentation are both in German, but it's no problem, as long as you are familiar with Patience (any half-decent book of card games will help you out with the rules). If the rather dull card-backs are a bit too much to stomach, you can always change them with the help of a supplied utility, once again in German. Although the game is shipped on a high density disk, it does seem to run on the ST in high resolution

Yukon is an ideal game to relieve the stresses of work. It will run happily in a multi-tasking environment, takes very

little memory and one click is all that's needed to ditch it as the boss hovers into view (usually seconds before a record high-score is achieved). A little more effort on the graphics side and we could have been looking at a classic.



Coloured cards, slick interface GFM compatibility - yep, Yukon is a pretty good game by anyhody's standards

Back Issues...

... for your collection



Prior to Atari World, there were two other great Atari magazines, now sadily lost from the shelves. The much loved ST World sadily disappearem many years ago and is still sorely missed by many diehard Atari owners. The other, Atari ST Review, has now disappeared from the news stands in its oridinal format.

Atari World has been fortunate enough to secure stocks of a limited number of back issue of ST Review and we are pleased to make them available to our readers. If your collection is incomplete, then why not order a copy from us?



Just for you - a cover disk rundown

- Issue 12 Video Titler, Kid Kong and Bugs UK.
- Issue 16 Concerto and Kaboom!
- Issue 17 Prospero C
- Issue 25 Equinox Organiser
- Issue 26 GEMView 3
- Issue 27 MasterCAD, and Kobold demo
- Issue 30 Ishar 3 demo, Eclipse, Spectra, and Imagecopy demo (two disks)
- Issue 35 Zero-5 demo and Video Supreme (two disks)

Most cover disks also include various utilities.

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What a bind!

We have even secured stocks of the ST Review binders. Extra special quality and a snip at just £5.95. Get yours to round off your collection in style.



Never mind the language

Watch and learn from Papyrus, an excellent piece of



Jon Ellis offers some advice and thoughts on computer programming – no matter what language you use. o you're a programmer? Or maybe you'd like to be a programmer? The chances are that you will identify yourself with a particular programmin language such as C, BASIC or possibly assembler. In a way this is odd: the choice of language is only one aspect of the process of programming and not an overwhelmingly important one at that.

Let's take a step back from the issue of language, and focus on the ideas and design processes involved in programming. These can be separated into two broad areas: the creative, innovative process that generates the idea for a program or the look of a slick user interface, and the problem-solving that goes into implementing the concept.

The nice thing about computer programming is that the problem-solving part of the process is done within a defined, logical world. Programs don't fail for "no reason" – the cause may be obscure and difficult to pin down but there is always an explanation. By adopting an ordered and structured approach to programming you can produce neat, efficient and reliable code.

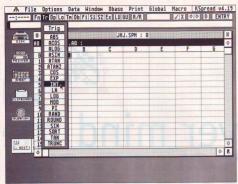
So much for the hand-waving – how can these ideas be applied to the practicalities of programming? Let's start by looking at the resources and backup needed for successful development.

Knowledge is the key

The key to programming a computer, whether it is your old Sinchest 2280 or the university supercomputer, is knowledge, without a good, solid background and a set of ground rules, you are blum-dering around in the dark. At the worst, programs will fall simply because they do not interact with the system in the correct way. At best, you waste time by the content of the correct way. At best, you waste time you writing code that duplicates some service that the system already rowises.

Decent information about the ST is possible to find. The Atari Compendium (HiSoft) and Atari's own DocSupport manuals provide comprehensive reference sources. Documentation supplied with compilers and language systems is also useful, thought it tends to be restricted to the bare bones of the operating system services and often omits important details about the way the machine works.

You can also find Jusicy snippets of information if you have a modern. The Usenet newsgrops on the Internet such as comp. sys.atari.st.ech and the newly formed comp. sys.atari.programmer are a good source of information. There is a lot of traffic with an informative message base and there are refreshingly few "my Atari is better than your Amiga" "my Atari is better than your Amiga"



questions about programming problems as are the various atarist conferences on CIX

Last, but not least, reading source code for public domain programs can also be extremely useful. Why waste time banging your head against a problem that someone else has already solved?

It is important to read such material critically of course. Just because something is in print, it is not automatically right. There are plenty of errors and omissions in each of the individual sources described above, but with a



Left: How did they do that trick with menus? Below: There's lots of useful info out there in cyberspace.

95822119590sherwd.fidonet.org>, Rich.Tietjens0f6969.n106.zi.fido n article <42c.95822119398sherwd.fidonet.org>, Rich.Tietjen t.org (Rich Tietjens) writes: In a message of 12 Feb 95 14:48:48, Richard Horris wrote: rom: richardOstingray.manawatu.gen.nz (Richard HDRRIS) rgamization: Ny house Wesgroups: comp.sys.atari.st_ktech.comp.sys.atari.st All access to the cartridge is done at even addresses, so there's no point in using the AB line. You get dote a word at a time. It would seen that reserving an address that can be readily decaded in hardware would allow you to create a R/IM port by toppling modes. stuff deleted.

Cixteed System Files Conferences Hessages Info Search His

The cartridge port is mapped into memory at addresses SFFFABBB-FF
Les SFFFABBB-SFFFBFFF on the ST, and perhaps also (i.e. I can't re \$80Ffxxxxx/\$98Ff8xxxx on the TT and Falcon which really do use all 32 address benefit

Spreadchest macros little experimentation and cross-referare fine for simple encing, you can usually arrive at the arithmetic programs truth

Saving some effort

It is always worth taking a lateral look at some of the problems you are trying to solve using your programming ability For example, if a task is heavily number based, would it be quicker to write some macros for a spreadsheet like K-Spread 4, rather than programming a stand-alone application?

Similarly, many tasks requiring manipulation of text can be performed easily using tools like awk or perl. Their programming languages are pitched at a rather more abstract level than C or BASIC, allowing complex operations to be coded in a few lines of script.

To avoid stagnation and a blinkered approach to programming problems, take a critical look at other peoples software. One method that many will find useful is to examine a program and to ask yourself what it is that makes it particularly good or bad. You can then use your appraisal to guide your own program design in future

Such an approach is particularly applicable to program interfaces. The quality of the user interface can dramatically influence the overall usefulness of a package. For example, Papyrus doesn't offer a huge increase in functionality over Calligrapher but it has a stunning and extremely powerful interface that has won it a lot of praise.

Having spotted a neat interface trick, a quick rummage through the program's RSC file with a resource editor can provide useful hints and inspiration for

Utility room

Over the years, many utilities have been written to make the task of software development easier, These range from large packages that automate many parts of program development, such as resource editors, down to simple utilities that print information about the structure of a file or list the debugging information held in a program. Having a good suite of utilities close at hand can streamline the programming process, so that more time is spent creating new software and less on house-keening tasks

Many of the most powerful utilities origin ed in the world of multi-user computing, where graphics interfaces similar to GEM are only beginning to take hold. This means they tend to rely on a command line interface rather than the point and click we're used to on the Atari, Although this may seem daunting at first, it is well worth persevering, because once you've learned them command lines are quick and easy to use.



Resource editors can be used to find out how GEM tricks work



Disassembling utility programs can also he useful for learning about the system...



implementing something similar in your

of utilities!

own programs

Finally, despite all of the suggestions above, there is no real substitute for experience Over time as you write more software for a system, you get a feel for the way the computer works, for the symptoms of common bugs and for the right way to approach a problem.

Next month, we'll have more practical advice for better programming and focus on the coding process itself.

We're All Ears...

Launching a new monthly Atari magazine has taken some doing. Before we started this project, we canvassed for opinions – and this is what a number of real Atari owners like you told us...

"I only discovered the magazine



"I regularly read ST Format from issue one onwards, and indeed before that in 18 guise of ST/Amiga Format... If you wish to see what an Araf magazine should not be you need look no further than the last issue. I certainly did not buy a copy and I do not intend buying in future if these pathetic "standards" ore maintained.

I also read, enjoyed and benefited from every issue of ST Review. I am sure my views are shared by all his [Vic Lennard's] former readers;"

RD. Harrow, Middlesex

[ST Review] some six months ago and immediately took out an infinite subscription... I now have to rely on the ST Format comic book to keep me informed on Atari specific news and developments. I soid as much in a letter to ST Format and got the expected constructive response – a reference to there only being sheep in Mid-Wales anyway.

CEBP Powys**,

Mid Wales

"It sounds a nice idea [Atari World], as I am already missing ST Review. Thankfully my transferred sub to ST Format has now finished. I can't take any more of that cr'p that aumonst to be a serious manazine!"

MK Handsworth Sheffield

"I do hope Vic Lennard
can be persuaded to start
a rivel megazine to 51
Format, which is a poir
megazine in comparison to
megazine in comparison to
ST Review. I will support
STR he venture for sure.

CM, Beachill on Sea,
East Sussee.

22222

"It is a magazine like ST Review that keeps punters like me interested. We need the advertisements of companies like Compo, HiSoft and System Solutions to whet our appetite for new products."

DGG. Enfield. Middlesex

"ST Review was an excellent magazine, it is a great shame that when it was bought out by Future Publishing they didn't rename it ST Format and drop the old rag instead."

AD, Crawley, West Sussex

"If Vic Lennard can emulate the phoenix I shall certainly buy his magazine. The closure of ST Review was a disaster."

DGP, Stockport, Cheshire

"I would welcome its [ST Review] return with open arms."

NWS, Altrincham, Cheshire

Now we need you – every single one of you – to tell us what you think of Atari World. Please take some time and complete our survey on page 43. We are totally committed to delivering you the magazine you want to read. Even if Atari World is just what you want from a magazine, please take the time to consider how we might improve it further; we really do want to know.

All the opinions expressed on this page are direct quotes from Atari magazine readers taken from letters they have sent us.

The views and opinions do not necessarily represent the views of Atari World or Specialist Magazines Ltd.



Caught in the Web

Alexa Robinson explains why, in her house, the TV stays off and the computer stays on...

bout a year ago, my husband presented me with an ultimatum—either I stopped telephoning the follow back home in the USA or I moved back there with them. He didn't say which he would have preferred but I got the message. Being an American I still card age used to the different phone rates! Having been an enthusiastic Atari user since 1983, I had been reading all the Atari magazines. Two topics kept crop-

ping up again and again – comms and Internet. Email to the world, they said, so I figured I'd have a go. It had to cost less than the \$400 a quarter I was spending on 'phoning home!

I joined CIX and found lots of fun conferences. But everybody was talking about the World Wide Web. I just had to find out what it was. After a while, I realised that I could access it through my CIX account even thought I couldn't see it in all its slory as the browser software on the PC and Mac can. At the time I was connecting with my old favourite, a portable Stacy. Not in any way what you would think of as a powerful system. But it worked – even with my 2400 baud Zoom modem! I just needed the right software for ANSI emulation so I chose Compo's Stalker. With that I was ready for the bunne.

Hitting the g spot...

At first, I couldn't believe how easy it was! All I had to do was type GO

Sometimes these URLs simply refuse to work. Don't immediately jump to the conclusion that you have done something wrong if you get an error message. Remember, this is like early days of television, except they don't have the nifty screens that say "We are experiencing technical difficulties"!

First page of our service section (describes the different aspects and elements of WWW design.

Relaw right: Table of

Contents from the

Below: First page

of Letters From

Abroad, a text

ARC site



INTERNET at the main prompt followed by WWW at the IP prompt that had appeared and the software did the rest. I was there!

But where exactly was I? And where were all those great things people had been talking about? It rook me ages to discover that a URL (Uniform Resource Locator) is just like an address or a phone number. And it was a bit longer before! discovered that I could hit the g key at any time and type in a new address to visit: without ploughing back through everything! I had read already.

The question of where to go is going to be a lot easier for you than it was for me a year or so ago. For me it was hunt, hunt, hunt. Today there are magazines and books galore with detailed lists of addresses showing you how to visit all kinds of weird and wonderful places.

Since those early days, I now connect to the Web with my new Falcon. I still use Stalker but with a 14,400 modem. It's a lot more fun at the higher baud rate – I can visit a lot more places in a shorter period of time!

I have even built my own Web site, all with just 4 Mbs of RAM in my Falcon, a 350 Mb hard disk and some great Atari software. I have to rely on my Mac and PC friends to check the layout of my work—and sometimes I have to come racing home to correct the coding if it doesn't look the way I planned it!

I had quite an experience when one of my features was listed in Yahoo, a popular Web Irrectory, and I had well over a thousand visitors from all over the world browsing my pages on the first day. So when you're out on the Web, don't forget. Come up and see me sometime!

The way of the Web

Attaris have a problem. Multi-tasking hasn't been around very long but it is vital for World Wide Who access – you need a network program to handle communications with the Internet service provider and another, preferably graphically based, program to sort out and display the information.

This lack of a real standard multi-tasking operating system has meant that no-one has been able to offer a network layer. The difficulty of writing an all-in system of a Web browser with networking capabilities has been too hard a chal-

lenge for Atari programmers.

All is not lost though – quite the reverse in fact. The advent of MINT has led to the creation of MINT-Net (a networking layer), which is being re-worked for the up-and-coming MagiC operating system. As a result, there are at least 3 Web browsers on etext at the moment.

The two that are available are Lynx, a text based browser, and Chimera, a graphical port from UNIX. The Dad news is that these two programs require the user to have a huge amount of technical knowledge. The latter even needs 8Mb or memory!

The best hope seems to be a collaborative effort from Annius Groenink and Chris Ridd. This project – code-named Route 66 – is aimed at the non-techle. It will rum on any Atari wird 2 Mbs or more of memory, feature a standard GEN interface and use vector fonts for display.

The availability date is uncertain but when it happens we'll have a browser to be proud of. In fact, Atari World may have had a small part to play. According to Chris, the promise of a new Atari magazine has "galvanised me into action". Now don't say we don't do anything for you.





Clubbin'

With support on the Atari platform becoming harder to find, Harry Sideras looks at ways of providing your own...

omebody, somewhere, is sitting in a study or back bedroom right now poring over a keybeard, illuminated by the glow of a monitor screen filled with an image that doesn't make sense. It might be a text file that can't be imported, an image that defess editing or a calculation that insists on the wrong result. Whatever it is, the solution defies their best efforts and there's no-one to turn to for help. The original supplier of the program might have gone out of business or the publisher turned toward other platforms.

This is the familiar and frustrating scenario that we've all each faced at one time or another and one which is likely to become more common in the Atari world as time foces by.

Thousands of users stay loyal to the Atari platform. It may be through economic necessity or a conscious preference to avoid the dubious attraction of expensive PCs and Macs, computers that demand enormous resources to persuade the processor to performing at anythin like a reasonable spen.

So what can Atari dichards like you and I do? A few things spring to mind. We can upgrade the software in search of added features or switch to more powerful packages. We could also seek out separate, external utilities to do the job or even upgrade the hardware, if necessary.

Alternatively, we can take advantage of our greatest resource of all – the wealth of experience contained in the userbase that has bought a million Atari computers in the ST's ten year lifetime!

Getting connected

OK, it sounds good on paper but the likelihood of making contact with the tiniest fraction of this userbase is pretty remote, isn't it? Maybe, maybe not.

Fifteen years ago in the wilds of Norwich, Ken Ward faced this same dilemma and placed an advert seeking out others in the same position. "Atari ST user seeks help, Please phone..." it read. From the reaction he got and the group he subsequently established it was clear that he wasn't the only one in the same boat.

In time, his involvement and enthusiasm brought him to the attention of Marti Itself, who invited him to organise the User Group section in the Atari Village stands at Olympia. From there he set up The Association of Atari User Groups, compiling a directory encompassing the whole country, enabling people to make contact with those who had the raw get-up-and-go to organise themselves into a group in their local area.

What's on offer

Whether it's small and informal or large and organised, any user group will provide a range of interests and experience, from games players with 50% to serious enthusiasts with all manner of menory and hardware upgrades. There will also be the opportunity to pick the brains of the techies and to pass on your own hard-earned tips plus the chance to see the latest profarm in action and to

review action for the colors of the colors o

Compiling a club disk of demos and reviews can provide a theme for monthly meetings and encourage feedback.

Cheshunt Computer

Club is one of the

best supported in

show off your own expertise in your

User groups don't have to be local either. Support can be found by contacting organisations that specialise in areas like MIDI, DTP or programming a practice of the MIDI, DTP or programming and advice from a group dedicated to putting users in contact with each other and don't forget the Internet and the privately run BBSs with a wast amount of knowdede and software on offer.

All these areas will be covered in more detail in the coming months. The concept of User Groups comes into its own when other avenues of support decline. It's time we began to help ourselves...



Where to go

If you're looking for the nearest user group to you, a list can be obtained from:

Mr Ken Ward

Association of Atari User Groups 45, Coleburn Road Norwich NR1 2NZ

Tel: (01603) 661149

If you currently run a group and haven't asked to be included in the directory, contact Ken with your details. If you still find yourself without a user group in your area and you're interested in starting a group of your own, an information pack is available with advise from

Mr Terence John

British Association of Computer Clubs 148, Furzehill Road Borehamwood

Hertfordshire WD6 2DX

In addition, BACC can provide a listing of all clubs in your area, irrespective of platform, some of which may be interested in an Atari section to add to their membership and share costs. Why not give them a try?

If you have any feedback, I'd be glad to hear it. You can contact me here at the magazine or via email to sidcelery@cix.compulink.co.uk.



Q&A

You send in the questions - Ofir Gal and his team of experts set about solving 'em...

All Packed Up



I own a second-hand 2Mb STe, which months ago. I am

2Mb STe, which I bought about 6 months ago. I am 63 years old, and this is the first time that I have even used a computer so I am very new to this technology.

When I bought the computer, it came with some games and a few utilities (as I recall the seller telling me). These utilities included things such as word processors and other software that I find quite useful. It took me more than two months to try out all the software I got with the machine. After this initial period, I decided to look for more

software, and thought that I would try some Public Domain libraries. I scanned the Atari magazines for adverts and, on finding a library that claimed to have the most files on a disk. I ordered some software.

I got this within a week but on tyring to run the programs, I get spurious characters on the screen, and some 'dings' from the computer. I was pleased with the quick service, but am very annoyed at receiving software that does not work. What can I do?

Alan Ion. FRED DXT Durham It seems to Packing me that the Packing Process not only compresses library you filer but ordered the disks ates a single file from has provided you out of the whole with "packed" files, You FRED.ZIP lot for easier need to unpack them storage. before you can use the programs.

Most Public Domain libraries pack or compress the software so that more can be put onto a disk. As an example, let's say

that a program comes with three files: FERD.XT, FERD.PSG and FRED.RSC. All together these might be, say 450Kb in size so using up more than half the capacity of a double-density disk. Packing these files with ST-2ip would compress these files and store the lot as one file, possibly called FERD.ZIP. The final packed file will, probably be as small as 200Kb in size – less than half the size of the original package.

packing techniques, and you have to use a certain unpacker depending on the three-let-

There are

different

tered file extension. The most common packed file extensions on the Atari platform are ARC, 200. LZH and ZIP.

Printer Trouble

After many years of service, I decided my (fitzen 1200 printer)

needed to be replaced, mainly because I couldn't print landscape pages from Timeworks 2, Now I have a new Hewlett Packard 520 DeskJet, which is quite excellent, but I want to print closer to the edge of the page. I can get the printer to print within 5mm or so of the right, top and bottom margins, but the left margin is some 3cm in landscape mode. I have set the printer DIP switches to accept A4 paper and altered the perforation skip too. I have set the printer offset values in the "set column quides" dialoque box: everything is printed in the right position but work to the left of the page is still cropped. Most of my word processing is done on the move with my Amstrad NC 200, which ports its files straight into Timeworks and prints great with the HP 520.

I also use an old database program called Trimbase but I am having trouble using printer codes in the installation program – the decimal code that the HP520 needs is too long for the program's input parameters. Any ideas?

Finally, what is the difference between GDOS 1.1 and 1.8? Chris Miles

You have made a good choice of printer: the DeskJet series of machines are solidly made, and should give you years of service. Unlike some dot matrix printers, the DeskJet is incapable of printing on every part of a page. On portrait oriented-A4 paper, there

is an unprintable zone of about 6mm on the left and right margins, and about 12mm at the bottom of each page. This 12mm wide strip corresponds to an irreducible left margin for landscape prints.

HP DESKJET 5	88
Print Quality:	Final
Page Size:	R4
Colours:	B/W
Port:	Printer
Tray:	Tray 1
Horizontal DPI Size:	300
Vertical DPI Size:	300
Print Area Offsets: [On Off
OK C	ancel

The Printer Drivers desk accessory with SpeedoGDOS gives you accurate control over printout areas.

A 3 cm left margin for landscape prints turned off, set the DIP switches for A4 paper and disable perforation skip. Turn on, and try to print a landscape page with zero left margin. If the output is clipped to a 12 mm margin, the limit of the printer has been reached. If the margin starger, the other than the print of the printer has been reached. If the margin is larger, the software is not configured

properly. In addition to checking the settings within Timeworks 2, you may be able to alter the printer driver itself. Under SpeedogDOS, the Desklet 500 driver can be configured to automatically take account of the unprintable zones. This feature can be disabled using the Printer Drivers accessory that comes with SpeedogDOS.

The printer set-up routines in many older application programs, like Trimbase, were designed with the Bpson-type printer control codes in mind. As a result they often cannot cope with the DeskJet's PCI. (Printer Command Language) codes. As far as I am aware. Trimbase is no longer being developed, so a more DeskJet-Fiendly package is unlikely to emerge. One strategy package is unlikely to emerge. One strategy that is sometimes useful in these cases is to write a small program to send the desired control codes to the printer. This can then be used to set the printer up correctly, before the application is run.

With regard to GDOS, this has been through a number of versions over the years, and many have been rather unrell-able. The oldest stable version in general circulation announces itself as "Release 1.1" (not to be confused with "Version 1.1", which preceded it). "Version 1.8" also predates Release 1.1 and is not as stable. You might want to consider getting hold of NVID — not only is it a faster and much more reliable replacement for GDOS, it also speeds up screen updates encormously. You will be surprised at the difference it makes to the feel of your machine! Jon Illis



Two-in-One makes life much easier when unpacking files. Why use complex commands when you can just point and click?

For ARC you need a program called, not surprisingly, Arc while 200 extensions require the 200 archiving program. LZH diles need LHARC to be unpacked, and to unpack files with ZIP as the extension, you will need to use STZIP.

These programs are available from PD libraries – and you can get them in unpacked form!

LHARC and STZip come with their own easy-to-use interfaces. Arc and Zoo use archaic commands to unpack software, and are certainly awkward to use. For this reason, I suggest that you use Two-in-One. This program provides an easy-to-use interface for Arc and Zoo, and also supports LHARC, and STZip. Two-in-One is a shareware program (also known as "try before you buy"), and is supported in the UK by our very own Joe Connor. The latest version is 1.22. Denesh Bhabuta

Word Processing Dilemma

For the past few years

I've been using

Ist Word Plus to write reports for my business and personal letters. It's a small business, just myself and and my mife, but although we find our Arain superbly suited to our needs we are becoming less satisfied with 1st Word Plus. These days even a small business requires good quality printed output, with well designed letter-hoods and a range of different typefaces. I know that there are better word processors

available for the Atari but - possibly the some of the terminology the Atari ever...

(GDOS, Speedo GDOS, Vector, Bitmap and so on) is confusing. Can you tell me what's available and what would be best for my requirements? Roger White, Worcs

Ist Word Plus is certainly a little long in the
tooth now, Roger, and
has been replaced by several
worthy successors to the "top
WP" crown. But let me first
explain some of those confusing
terms.

A bitmap is a method of storing graphics (for instance, a character in a font) where each dot (pixel) is defined as being either on or off. A vector graphic is held as a number of point co-ordinates – for example, a trianole would be held as three co-ordinate pairs. Sitmaps are much faster to display as any computer screen, or printer, is a bitmap device as they are based on pixels. Vectors are slower to display or print since your computer has to take some time to translate the co-ordinates into a bitmap. The great advantage of vector graphics are that they take up much less memory than bitmaps and you can change their sites without losing any designificant control of the control

.........

GDOS, which stands for Graphic Device Operating System, is the old add-on for TOS that enabled programs to display a range of bitmap fonts. Because of the sizing problem, you required different sets of the same font in different sizes to display them on screen and to print them as the screen has less pixels per inch than do most printers. SpeedoGDOS is an extension of this add-on which also provides vector font support, NVDI 3.0 also gives you Speedo support, it's much faster than Speedo itself and is probably a better choice for your requirements.

The best two word processors on the Atari are That's Write 3, sold by COMPO, and Papyrus Gold, sold by HiSoft. The former is a more than adequate word processor with very good support for any printer's internal fonts. It uses SpeedoeDOS technology internally – you don't

even need Speedo. It does have a slightly non-standard interface, which in some areas borders on the clumsy. Papyrus is a real peach of a program with a totalty standard GEM interface that's a joy to use. You will require either SpeedoGDOS or NVDI 3.0 to get the best from it, and it has no support for internal printer fonts.

Which you choose is up to you, but most writers at Atari World seem to prefer Papyrus. Best of luck with your purchase - write back and tell us how you got on. Graeme Rutt

Music Muddle

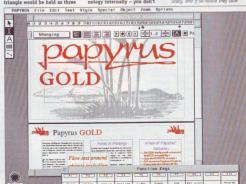


All of these questions apply to

my Stacy 4/40, which I acquired second-hand, (not least, for its extreme handiness in using music programs, specifically E-Magic's Notator) and is mostly an ideal tool, with these notable exceptions,

The 40Mb of hard drive space is upday, and Atari is not very helpful (or forthcoming) in whether, and if so which, larger hard drive may be fitted. Can you help? Also on the subject of hardware, can a Bitter, this per fitted, and (showing in y status as a computer neophyte) can anything be fitted to improve its aeread speed?

And now to software. Firstly, are packers/disk-doublers usable on the Stacy, and if so would they slow



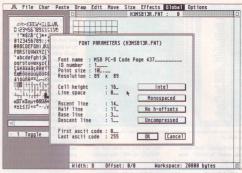
things down too noticeably? And secondly to a problem that probably has a very simple answer. I have several accessories on my "C" drive, which also contains and runs NeoDesk 3. These are: BIG BEN.ACC. GOODIES.ACC. HDUTIL.ACC. KEYSLOT.ACC, MAPPER.ACC, NVDI-CONF ACC and TEMPOCAL ACC. of which GOODIES, HOUTIL, MAPPER and TEMPOCAL have related .RSC files. In the NeoDesk pull-down menu, clicking on "Next Slot" produces no reaction at all, while clicking on "Big Ben", "Beats as mSecs..." and "Tempo Mapper" brings up a window with, "No MROS in memory" in it.

This is where I get really confused, because there is a folder called MROS which contains various files. Are these accessories usable. or should I take up knitting instead?

Adrian V. Thackray

The Stacy is a great tool for MIDI work, but it is slow in comparison with the Falcon and TT. The internal hard disk is of the SCSI type and is one designed for laptop computers, measuring just 2.5" in diameter. You can replace it with a larger capacity one, as long as it is a SCSI drive, Using a disk doubler like Datalite works on the Stacy, but it will certainly slow down disk access.

As far as speed is concerned. you should get NVDI if you don't already have it, since it will most definitely accelerate the display of graphics and text



In Fontkit make sure the Font Parameters are set correctly otherwise NVDI won't load your fonts. on screen more effectively than

a Blitter chip. Fitting a hardware accelerator hoard is not simple, but you may like to speak to System Solutions they may be able to help. It seems that the previous

owner of your system left some desk accessories that are of absolutely no use to you! Big Ben. Key Slot. Tempo Calculator and Mapper are all Cubase utilities and will not work without Cubase; NVDI Configuration is of no use unless you have NVDI installed. All these are just

taking up valuable hard disk space, so you delete them. The MROS folder is only needed if you use Cubase - that can go as well. Ofir Gal

Fancy Font

NVDT but I don't like

the default Monaco font, How do I change it?

Paul Ross, Glasgow

There are two solutions, The simple one is to delete the files called MONACO.FNT from the GEMSYS folder on your boot disk. This will revert you back to the Atari font. Alternatively, you could install an alternative font.

First of all, you need to obtain some GDOS bitmanned screen fonts from a PD library. They normally have the file name extender "FNT" and may start with the characters "H3" or "H2". You could also design your own using a font editor such as Fontkit. It is usually easier to start with another GDOS font as the basis or a Fontkit screen font.

If you're not using a GDOS font, then you'll need Fontkit to convert it. Choose the





Ease - a very fine replacement desktop, icons a go-go and more features than you --- think of

"Global/Convert" font menu item, select "Gemfont", then "High-res" and "90x90" to get the Font Parameters dialogue hoy If you already have some suitable GDOS fonts then load them into Fontkit and go to this directly. Here you need to give the font a suitable name, then an original ID number. You can't have a number used by any of your other GDOS bitmapped fonts. A value of 1 is usually

Next, you need to change the point size. For the 8x16 font, the point size must be 10, for the 8x8 font the point size is 9 and the 6x6 font has a point size of 8. Select Intel format, and make sure that the font is not compressed and is set to Monospaced not proportional. All these are most important. Save the font. Fontkit will give

Send Us Your Questions Can't find anyone to answer that nagging question? Then drop us a line. Our team of experts are on hand to investigate and solve almost anything you can throw at them. Just send your letters to:

Atari World O&A. Specialist Magazines Ltd. Unit 3 Green Farm Abhots Rinton Huntingdon, Cambridge PE17 2PF

or email them to: ogal@cix.compulink.co.uk

While every effort will be made to answe your question within the pages of either Atari World or Atari Pro, please note that individual correspondence cannot be entered

the new font a name such as "H3MSB13R.FNT". The convention here is that the numbers refer to the point size. Change the "13" to "10" and in the other two fonts, the "06" to "09" and "05" to "08" Place these fonts in the folder where your NVDI bitmapped fonts lie. as stated in the PATH line in the ASSIGN SYS file

Load the ASSIGN.SYS file into an editor. Change all the lines starting with an "s" containing the MONACO font details to match the name of your new fonts, such as:

PATH = D:\GEMSYS\NVDI 01p SCREEN.SYS

s H3MSB08R.FNT

. 6v6 system font 8 noints s H3MSROOR FNT

; 8x8 system font 9 points s H3MSB10R.FNT

; 8x16 system font 10 points

You don't usually need the 20point size font and the "s" is most important: it tells NVDI which fonts are your system fonts. Now reboot. Mark Baines

Desktop Icons

in Atari magathat show program icons on the desktop. I've tried to do this on my system (Atari STFM, 2Mb memory, TOS 1.02) and it doesn't work. Can you tell me how to do it?

M. Fotherington, Sussex The problem is your version of TOS. To get icons on the desktop you

require TOS 2.06. As well as desktop icons, this version of TOS has improved disk-handling, a more functional file selector, keyboard short-cuts and lots of other functions not to be found on TOS 1.02. Get in touch with Systems Solutions or Compo for a TOS upgrade.

Alternatively, you might like to think about using a replacement desktop such as Gemini, TeraDesk, NeoDesk or Ease. These are programs that you install on your boot disk (a hard disk is best) and provide you with all the desktop functions you're ever likely to need. They are generally better than TOS 2.06 and will improve your deskton considerably. Gemini and TeraDesk are public domain products that you'll find in most PD libraries: NeoDesk is sold by Compo; and Ease by Systems Solutions, Graeme Rutt

Image Conversion



business from home and use the excellent

I run a

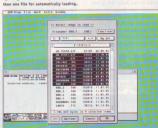
GFMView to convert clipart images from a variety of sources into the GEM Image files that Calamus 1.09n expects. While the Global Convert ontion is very handy, and can convert a whole folder of graphics very quickly. I sometimes need to view the graphics first to check which I want to convert. I find it very laborious to load in each file separately and wondered if there was a way to load images automatically? Sean Green, Middlesex

There are various ways in which you can load a number of images at a time into GEMView The first is to use the Selectric file selector which is shareware and available from PD libraries. It enables you to select multiple files which are then loaded at once by GEMView.

Another solution is to use a replacement desktop, such as Ease, which enables you to drag and drop as many files as you want onto the GEMView icon. GEMView will then load and display those files.

Under GEM there is a limit of how many windows may be open at one time. If this is a problem then you might like to consider a freeware add-on called WinX that can up your window count to 40. Graeme Putt

By using the Selectric replacement file selector with GEMView, you can select more



Fancy Earning A Tenner?

All you have to do is send us a useful tip for your favourite program - what could be easier!

Send us your hint on a disk, saved as a text file (preferably), along with a screenshot for illustration, or possibly a drawing if it's a "you can build this" style tip. We'll pay £10 for every reader hint that we publish.

Adve	rtiser / Company Li	stings
16/32 Systems	Floppyshop	Merlin
12 Atari Pro	15 Atari World	11 Atari World
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ME2 4TW.	AB9 8S.J.	P.O. Box 77, Stroud,
Tel: 01634 710788	Tel: 01224 312756	GL6 9YD. Tel: 01452 770133
Arnor Ltd	Gasteiner Technologies	Power PD
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28 Atari World	IFC Atari World	39 Atari World
611 Lincoln Road, Peterborough,	126 Fore Street, Upper Edmonton,	3 Salisbury Road, Maidstone,
PE1 3HA.	N18 2XA.	ME1 4TY.
Tel: 01733 68909	Tel: 0181 345 6000	Tel: 01622 763056
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3, 16, 34, 35 Atari World	IBC, OBC Atari World	59 Atari World
The Desktop Centre, 17-19 Blackwater	The Old School, Greenfield,	7 Musters Road, Nottingham,
Street, East Dulwich, SE22 8RS	MK45 5DE.	NG2 7PP.
Tel: 0181 693 1919	Tel: 01525 718181	Tel: 0115 945 5250
Caspian Software Ltd	Impact Software	The Upgrade Shop
42 Atari World	9 Atari World	12, 13 Atari World
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Ashley Road, Camden, N17 9LN.	NN13 5HP.	SK11 6QF.
Tel: 0181 880 4450	Tel: 01280 850450	Tel: 01625 503448
Compo Software Ltd	JG Design Services	Titan Designs
45, 50, 51, 64 Atari World	65 Atari World	IBC Atari Pro
6-8, OBC ST Source	76 Gartcows Road, Falkirk,	6 Witherford Way, Selly Oak,
Unit 3 Green Farm, Abbots Ripton, PE17 2PF.	FK1 5EQ.	Birmingham, B29 4AX.
Tel: 01487 773582	Tel: 01324 638815	Tel: 0121 693 6669
CY Services	Ladbroke Computing	zzSoft
48 Atari World	24, 25 Atari World	21 Atari World
52 Beech Avenue, New Befford,	33 Ormskirk Road, Preston.	114 Sparth Road, Clayton Le Moors,
Nottingham, NG7 7LQ	PR1 2QP.	Accrington, BB5 5QD.
Tel: 0115 960 5377	Tel: 01772 203166	Tel: 01254 386192
Digital Awareness	LAPD	Goodman Int. OBC, ST Source
56 Atari World	60 Atari World	16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW. Tel: 01782 335650
Eurotech House, 31-5 High Road,	P.O. Box 2, Heanor,	
Chadwell Heath, RM6 6QW	DE75 TYP.	Magnetic Fields
Tel: 0181 598 8081	Tel: 01773 761944	Unit 2, Shelley Road, Ashton, Preston, PR2 2DB. Tel: 01772 881190

TalkBack

Each month, Vic Lennard puts an industry figure on the hot spot with four searching questions. To start the ball rolling, Neal O'nions. publisher of Atari World, is grilled...



"I'm a great believer in the longevity of the Atari market. History tells us that computer platforms don't die overnight. Take the Sinclair OL - only recently I sold an Atari TT to a customer, with loads of memory and a large hard disk, simply to run a QL emulator

"When I found out that ST Review was going to close (a bit before most people) I did actually get involved in a possible buy-out. However when someone else put more money on the table I decided it was better to launch a new magazine. At the time I was a bit disappointed, but in retrospect it is the best thing that could have happened. While issue one of Atari World may not be perfect, starting with a clean sheet has enabled myself and my team to produce something much more relevant to today's Atari user. I hope we have achieved our goal of taking the ST Review concept and making it better - the survey results will show.

You seem to wear a lot of hats. You run COMPO, organise Atari shows and also fulfilled the ST Review offers with Go Direct. Can you cope with another?

"This topic vexed me greatly when I started to plan Atari World. How would people react to a dealer who also owned a magazine? The most stunning thing has been the phenomenal support I have received from everyone since firs starting to get this project off the ground. Even though I was warned that there were not enough advertisers left in the market, we've proved the doubters wrong. Issue 1 sold out, we've already sold out issue 2 and we are now selling issue 3!



Neal O'nions nublisher of Atari World

"My commitment to you when you decided to edit this magazine was that editorial was your job not mine, I think you are a strong enough character to ensure that is the case!

We have seen ST Action, ST User and ST Review close, and ST Applications cut back, Why do you think you can buck the trend?

"I think that other publishers have missed the dramatic change in the profile of a typical Atari computer user. I suppose that because I talk to active users every day I'm a bit closer to what they are really like and what they want. The days of the joystick-slamming 14year-old are long gone. Today we have an audience dominated by professional people, be they using their ST to make a living such as in music or DTP, or be they home users where the ST is used for productive tasks, leisure and pleasure. Atari World is written with these people firmly in mind."

By choosing to bin the cover disk idea aren't you flying in the face of conventional wisdom again?

"Readers get to choose. Yes there is a disk you can buy from us every month, either by 'phone, letter or with a subscription. However the number of complaints about the price of Atari magazines swaved my thinking. Our bread and butter audience are hobbyist users, and £4 for a magazine is too dear. New users are coming into the market all the time, many by buying second-hand computers: are they really going to fork out £4 every month? I don't think so The only way to keep Atari World below £3 per issue is without a cover disk, and that is what we plan to do. However, if the survey tells us different ... '

ATARI World

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Colour reproduction by Meridean House plc, Newark Road, Peterborough PE1 5UZ. Tel: 01733 312313

Printed by Goodhead Heatset, Chaucer International Estate, Launton Road, Bicester, Oxon OX6 7QZ. Tel: 01869 253322

World-wide distribution by SM Distribution, 6 Leigham Court Road, Streatham, London SW16 2PG. Tel: 0181 677 8111; Fax: 0181 664 6216

Atari World is published by Specialist Magazines Ltd (Registered office: Salisbury House, Station Road, Cambridge CB1 2LA)

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NUTS TO YOU ALL!

As you will see from this page, we are still nuts about the Atari range of computers and are continuing to support the platform. We have released over 50 titles for the Atari over the last 9 years (most of them are to be found on this page, somewhere) and now we announce Squirrel Storage Systems - SCSI peripherals at realistic prices. We think that it's about time that Atarifolk were able to buy quality SCSI devices at competitive prices, so we have put together some very special deals based on high quality

components, all with 2 year warranty. (Atari ST/STe owners will need a SCSI interface). Whether you're buying SCSI for the first time, extending your SCSI chain or fitting more units in a tower case, why not take advantage of the generosity of our storage-hungry squirrel and grab his nuts while you can!

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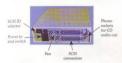


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These	are	programs	that	you	should	never	be	without.
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you may have missed or perhaps have able to afford.	not been
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Papyrus Gold, Twist 2	
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PlayBack ST- 8 bit stereo playback	£24.95

* Falcon enhanced title. Some programs need extra memory and a hard disk to function; please check first if you are in doubt. All offers subject to availability and strictly only valid to readers of this magazine and until 30 May 1995, E&OE, @ HiSoft 1995.



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papyrus



the power of words

TRUS File Edit Text Style Special Object Zoom Options

Papyrus GOLD

Papyrus Gold is the powerful, easy-to-use and highly-acclaimed word processor for all ST/STe/TT and Falcon030 computers (2Mb up).

With its extensive range of both text processing and DTP features, Papyurs Gold lets you create all kinds of professional-looking documents, from simple flyers through colourful brochures to complete manuals or novels. Sporting a user interface that is a joy to use, Papyrus Gold is the application that actually achieves the full.

- Full text editing at every level of zoom, undo drag-and-drop, intelligent cut/copy/paste
- Paragraph styles, table of contents and index generation, hyphenation, headers and footers, full margin control, UK and
- Powerful search and replace functions with wildcard characters, discontinuous block operations (marked blocks do not have to be connected), full support for

Truetype fonts.

top right of large screen shot) shows all available fonts (both outline and bitmap types) together with their attributes (bold,

their attributes (bold, -italic etc.) and allows you to choose any point size; the dialog is non-modal so you can try out your new font without closing the font selector. You can even load new fonts



Paragraph styles (dialog above) allow you to create and name various styles such as Body lext, Hending 1, Honding 2 Indent, Fastnote etc. This means that yo can change the look of your documen instantly and maintain complete

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As you can see from the two dialogs (above right) you also have total fleebility when it comes to printing, being able to adjust the paper format (labels and a snap), choose portrait/andscape, configure the printer drivers and achieve true WYSIWYG printing.

Power features include tables, micro-spacing.

Flower features include tables, micro-spacing, multiple columns, automatic text flow around objects, free-sizing of objects (text and graphics) including rotation, master pages, text object chains, import/export of RTF and ASCII formats, object anchors to keep objects together footnotes and more. Papyrus Gold is another power product from



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Sound Vision



Find out what the Falcon is really capable of...

Inside

- See View what can the Falcon deliver on-screen?
- Musical Cheers hard disk recording round-up
- **High Flyer** C-Lab's new Falcon
- October Me Bad graphics and DTP in true colour
- Power Plus how the DSP delivers its stuff
- Answers Ofir Gal tackles your questions

EXCLUSIVE!

C-Lab unleashes

the Falcon

music

workstation





Airhorne again...

Atari computers appear to have nine lives. Just when you lose all hope, something else happens to revive interest in our favourite system. The latest news is that C-Lab, the German company behind the successful MIDI sequencers Creator and Notator, has announced plans to manufacture the Falcon Mk II. The new machine is specifically designed for the professional musician with improved audio and a built-in SCSI hard drive.

This is great news for all Atari enthusiasts because it promises further sales of the Falcon, encouraging ongoing development of programs like Apex Media and Cubase Audio. The additional sales may even revitalise the general Atari market, Digital Awareness, the UK distributor for C-Lab products has expressed interest in all aspects of Atari computing, from word processing to Internet access and beyond

The real problem lies, in my opinion, with TOS. The operating system has not seen development for a while now and is quickly falling behind the likes of Windows and System 7.5. Apart from the obvious need for hardware development, a serious attempt must be made to bring TOS up to date. A possible solution might be to include MagiC with every new Falcon. MagiC has already proved itself as an ideal multi-tasking system for Atari computers. If C-Lab takes the plunge and appreciates that there is more to the Falcon than MIDI, the future for Atari computing will be bright...

OFIR GAL, technical editor

Flaunting

...........



Ofir Gal unravels the truth about the Falcon's many display modes.

Works File Edit Window Search Fornat Style OF STREET BY 2 BUUS IN NEXUS IN INC. lote that often the low range is missing so th when the Falcon is in TV-mode Some simpler multiscan monitors are limited 7 8 9 / D E F +/have problems with frequencies in between 4 5 6 . 8 B C H2 F If you switch to the MS1/2 mode in the configu assume that your monitor is capable of displaying 1 2 3 - BIN OCT (f) first find out the frequencies it is really capable packing). Exceeding those frequencies (normal 8 . - + DEC HEX OR we do not advise this It is probable that your monitor is able to do n totally your risk if you try to push it beyond its limits... 3. Avoiding damages READ THIS CHAPTER VERY CAREFULLY! n normal VGA-monitors, the old SM124 (and it's successors SM144,SM146 ...) and the SC1224/1435 the high voltage in the tube is directly produced out of the horizontal If the horizontal frequency differs too much from the standard value (> 15.6kHz or > 31.5kHz or > 35.5kHz) it is very probable that the increased high voltage will damage

Supplying your monitor with unsuitable values might cause irreparable damage! Read

monitors can produce

the entire range of

Falcon resolutions."

The standard VGA mode consists of a 640*480 pixels. Normally VGA means a 16 colour display as shown here.

f there's one aspect of the Falcon that has confused even the most hardened Atari veterans, it has to be the video display. Many new users - this one included -

have been confused by the ambiguous description of the

video hardware Indeed some three years after the Falcon's first appearance, there is still no complete explanation of

your monitor.

which resolutions are possible with the various monitor types.

The Falcon features a fully programmable graphics board, but its capabilities are well hidden from the casual user. In fact, without additional software, the choice of screen resolutions is rather limited and dependent on the connected monitor

In principle, the Falcon can generate all ST resolutions for compatibility. These are ST High (640°400 monochrome), ST Medium (640°200°4 colours) and ST Low (320°200°16 colours). In addition, there are VGA compatible modes. VGA resolutions are all 640°480 pixels, ranging from monochrome to true colour. However, how

well these resolutions are displayed and which ones are actually available depends on which monitor you have

connected to your Falcon. You can use almost any monitor

type, but only flexible multiscan

"Only flexible multi-scan produce the entire range of Falcon resolutions. The basic choice is between the VGA and RGR varieties. You

> can also connect a standard SM124 or compatible monochrome monitor and even a TV set

Atari monitors

Colour RGB monitors are already in use for producing medium and low res on standard STs. They are mainly used for games that run at low resolution. A TV



ST Medium res was created to allow users of colour monitors to use word processors and other applications.

the Falcon

set can be used instead of an RGB monitor, although the image is not as clear.

On a Falcon, an RGB monitor like the Atari SC1224 can display low and medium resolutions. By using a technique called interlacing, resolutions up to 640°400 are possible, ranging from monochrome to true colour.

Interlaced display is fine for viewing photographic images, but is almost unusable for text or drawing due to screen flicker.

The resolution can be stretched even further by using overscanning. This method uses the black border area

SET SCREEN RESOLUTION

ST LOM ST MEDIUM ST HIGH

OK Cancel

You can run in ST compatible modes if old programs refuse to work otherwise.

Resolutions like 880*656 via a screen expander are useful for DTP work,



Maximum resolutions with each monitor type

	2 colours	4 colours	16 colours	256 colours	True colour
VGA	640*480	640*480	640*480	640*480	320*240/480
RGB	640*200	640*200	640*200	640*200	640*200
SM124	640*400			N. P. Smiller	and the same

640x400 is possible in interlace mode when using an RGB monitor and can be pushed to 768*480 or 768*240 by enabling overscan mode.

Memory requirement of display modes

around the display and therefore extends the resolution to 768°480. The overscan mode is not available from the desktop, but can be enabled by using a small Auto folder program.

RGB colour monitors are therefore best suited for games and image viewing using the high resolution true colour display despite it being interlaced. Apart from the Atari models, several manufacturers like Philips (with the popular 8833) and Commodore have also produced good quality RGB monitors.

The trusty SM124 or a compatible monochrome monitor (like the older SM125 or the newer SM144) can also be connected to the Falcon. Not surprisingly, only one resolution is possible with this monitor – ST High at 640x400 monochrome.

VGA and beyond

For most purposes, a good quality VGA monitor is ideal for use with a Falcon. All VGA monitors can produce the three ST compatible resolutions, but go much further than that.

WGA is a loose term that normally describes a serven resolution of 640°480. When connected to a Falcon, a VGA monitor will dispay this resolution using 2, 4, 16 and 256 colours. Because of the limitation of the Falcon graphics board, only 320°480 and 320°240 are possible in true colour mode, the first of which is pretty usseless. Apart from this and the lack of coversean fisellities, a VGA type monitor will let you get a lot out of the Falcon video hardware.

Most VGA monitors these days are in fact Super VGA (SVGA) compatible. This means that they can happily display a screen resolution of 800°600 in addition to the standard VGA modes. The Falcon is capable of generating these screen modes but not without the help of additional software or hardware,

Resolution expanders

The Falcon video hardware can be pro-

cope with the resulting video signal. Using freeware programs like

FalconScreen or commercial products like ScreenBlaster and BlowUp030, screen resolutions of 800°600 are accessed easily. With luck and a very good monitor, 1280 by 960 should be possible.

If you intend to use a resolution expander you should consider buying a multisean SVGA monitor. This will prevent later disappointment when you realise that your monitor cannot produce the extended resolutions. It is not comply to look at the resolutions quoted in the adverts. The most important infactor is known as the Horizontal Scan Frequency. A monitor should have a continuous horizontal frequency range of 30 to 60kHz to be able to cope with all exenteded resolutions.



True colour mode on a VGA monitor does not stretch beyond 320*240 which is only useful for games. Using a resolution expander, 500*400 or even more is possible depending on the monitor.



ST High resolution is a monochrome display with 640*400 picture elements (pixels).

About screen frequencies...
The number of times the screen display is refersed each second is referred to as Vertical Scan Frequency. The SM122 was known for its stable and clear display which can be attributed in part to its high refresh rate of 70Hz. This means that the image is updated 70 times a second.

Lower refresh rates produce seticeable flicker with 50Hz considered the absolute infilman for serious use. RSB monitors normally refresh at 50Hz. When using a VSA monitor without any additional software on a Falcon the screen is refreshed at 60Hz. Using a software or a hardware screen explanef this rate can be pushed to 70Hz and beyond to give a flicker-free display. Note

Record



he Atari ST stood the music world on its head by including a MIDI interface in its design. It brought affordable MIDI control to the masses and

control to the played a major part in the development of sequencers. The Falcon could well do the same for direct-todisk (d-t-d) recording.

It has a built-in DSP (Digital Signal Processor) chip, the

Motorola 56001, which operates at 32MHz and which can be connected to all kinds of external peripherals. Among other functions, the chip can convert analogue audio signals into digital ones and vice versa. Every other computer currently on the market with the exceptions of the National State of the Computer of the National State of the State of the National State of the State of

tion of the AV Apple Macs require an additional piece of hardware to do this. The Falcon also

has an eightchannel 16-bit digital DMA sound port with up to 50kHz sampling rate plus stereo DMA audio Ins and Outs. Put it all together and you have the foundation for a very affordable d-t-d

It seems natural, therefore, that cost-conscious musicians are looking to

the Falcon as an affordable d-t-d solution and it's not surprising that many music software companies have produced f some quality d-t-d

computer requires additional hardware for hard disk recording

Every other current

software for it.

Current programs

Current d-t-d software falls into three eamps – tracker programs, multi-track digital recording software and programs that combine MIDI sequencing with digital recording.



Compo's TrakCom

– up to ten tracks
plus an integrated,
though basic,
sample editor.

Aimed at the high

DigiTape offers a

approach to hard

disk recording.

end of the market.

modular, dedicated

D2D 4T/FX was one of the first d-t-d systems to appear and offers four tracks and built-in FX. lay

Music maestro
Ian Waugh takes
an in-depth look
at the Falcon's
direct-to-disk
recording abilities.

Trackers are great fun and offer an alternative way of making music to MIIDI. They use samples which can contain instrument or vocal sounds, and even complete bass and drum loops so you don't have to be a master musician to put a piece of music together.

TrackCom (£79) from Compo supports up to 10 tracks and includes a sample editor. There are also some shareware and public domain trackers such as Stormtracker, which uses music notation, and Octalyser, which supports eight tracks.

The most popular Falcon d-t-d application is digital recording. Clarity 16 Falcon (199) from Hisoft builds upon the success of the ST Replay samplers and is ideal for experimenting and messing about with samples.

Audio Tracker (£159) from System Solutions is slightly more upmarket, being an eight-track digital recorder

THE REPORT OF THE PROPERTY OF





editor allows non-destructive editing.

Audio Master (£199) also from

system aimed at the pro end of the

business with features such as non-

destructive editing, real-time cross

System Solutions is a stereo mastering

fades, loop functions and sophisticated

marker handling. You can expand the

program by adding Equaliser (\$249),

Analyser (£199) and MIDI sync (£99)

modules although for a more modest

D2D 4T/FX (£299) from D2D

Systems was one of the first d-t-d sys-

chunky. It's a four-track system with

built-in FX. DigiTape is another program aimed at the higher end of the market with a price to match - £499. It has lots of features but it really needs a

MUSICOM 2 (£79) from Compo

may want to remove the bass boost and make the andio sockets line level

it up for you.

Companies such as System Solutions will perform the mods on any Falcon they sell and if you have an unmodified machine the company will fix

few more to justify the price.

tems to appear and the design is a little

£199 you can get a cut-down version of the three modules with Audio Master

Notator Logic Audio (above) and Cubase Audio (left) are EManic's and Steinberg's d-t-d offerings for the Falcon, Roth include heavy functions at a fraction of the price of a Mac/PC system.

............

create a song by assembling sections of recordings in a playlist. It has a handful of effects but these

For many musicians, being able to add

digital audio to their MIDI tracks is the ultimate in music production. Steinberg

was the first to offer this with Cubase

Audio (£799) from Harman which now

supports up to 16 audio tracks integrat-

ed seamlessly with the sequencer's MIDI

tracks. You can mix down any number

and effects. The Time Stretch function

Emagic's Logic Audio (£508) from

Sound Technology is another top-end

system and choice between this and

Cubase Audio is very much down to

personal preference. It has a potential

of eight audio tracks and includes an 8

tracks into a stereo output. The Digital

into 2 mixer which mixes the audio

of tracks into a mono or stereo track

can change the length of a recording

without changing the pitch.

Integration

Cubase Audio supports permanently alter the file. version 1 up to 16 audio tracks. (£49) is still available but you would integrated with the be doing yourself a favour by paying the sequencer's MIDI tracks extra for version 2.

Factory lets you change the pitch without changing the length and vice versa

> and there are functions to help you match the tempo to an audio recording and create a MIDI Groove from the

andio data The Falcon is well equipped to handle

digital audio and there are lots of d-t-d programs available to suit everyone from the hobbyist to the professional musician. It could well do for d-t-d what the ST did for MIDI.

What's d-t-d?

D-t-d or direct-to-disk recording is the process of putting audio signals onto a hard disk. To do this, the signals must be converted into a digital format using an A-to-D (Analogue-to-Digital) converter. A D-to-A converter reverses the process. The conversion process is similar to that used by modern samplers but whereas samplers store their data in RAM, with d-t-d, data is saved directly to a hard disk. During playback it is read from the disk and converted into an audio signal on the fly. This means that the only limit to the amount of audio you can record is the size of your hard disk, not the amount of RAM in your machine

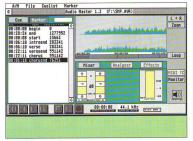
However, digital audio data does consume a lot of disk space. Around 10Mb of disk space is required for one minute of CD quality stereo sound recorded with a sample rate of 44.1kHz with 16-bit resolution. You can record at a lower sample rate to save disk space or the number of bits but this brings a noticeable drop in quality.

Smooth 8 Stendards

MUSICON 1 (above) gives you some fancy DSP effects. but no hard disk recording. Audio Master (right) includes non-destructive editing and

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works in mono or stereo and lets you Mods for rockers Before you rush out and buy a Falcon, if you haven't done so already, there are one or two real-time things to be aware of. cross-fading The original Falcon architecture had a few features that were inconsistent with the computer's d-t-d aspirations. In other words, buos to you and me. In particular, modifications need to be made to the CPU clock to prevent distortion and you



Come_In umber



With Atari showing no sign of further Falcon development, it has taken a German software company to see the potential in the music market. Only a few months after the initial announcement, the Falcon Mk II is now shipping as Ofir Gal finds out...



audio circuitry and SCSI interface have been improved to ensure high quality audio and fault free disk access

The new machine is essentially an Atari Falcon that has been customised to meet the demands of the professional musician. The spec is the same - the machine is no faster with the same graphics and easing - and in looks identical to the Atari Falcon except for the C-Lab badge at the top of the keyboard.

C-LAB FAICON MK

Here in the UK Digital Awareness is a new company set up to handle the distribution of the new Falcon in the UK. Part of the Digital Village group, Digital Awareness is headed by Paul Wiffen, a long-time Falcon user and highly regarded music journalist. "I was offered the UK distribution because the idea for the C-Lab Falcon came about through discussions between Burkhard Bergerhoff of C-Lab and myself," explained Paul, "His original plan was to create a PC based music and digital audio workstation. He haceme distillusioned with the idea because musicians don't really want to worry about AUTOEXEC.BAT files and MIDI drivers. The Falcon had the obvious advantage of being music-ready, with MIDI ports and built-in 16-bit

"When I demonstrated just how powerful the Falcon was when running Cubase Audio, he called it 'The best kept secret in the music industry'", recalled Paul.

Asked about future development of TOS, Paul replied: "To retain 100% backwards compatibility, we are shipping TOS 4.04 on all machines because it works fine with musical applications. The C-Lab licence allows any modifications to both hardware and software and one of the things we are looking at first is how TOS can be improved. We are also looking at adding a second DSP and a separate video card.

When I became the distributor for the C-Lab machine I knew nothing about non-musical applications and have spent the last six months educating myself. I have become a real fan of programs like Apex Media, Vidi ST and Papyrus, I have also joined CIX, the UK conferencing system, and I look forward to mixing with the Atari on-line community".

C-Lab has added a SCSI board to support an internal SCSI drive.

The casing remains the same - but the logo has certainly direct-to-disk record-

he C-Lab Falcon is aimed directly at the MIDI musicians who need a working solution for

ing. C-Lab engineers studied the problems experienced by users of applications like Cubase Audio and soon devised the appropriate solutions. The

A vision for the Falcon

I spoke briefly with Burkhard Bergerhoff, the man behind C-Lab Germany, about the company's plans for the new Falcon. He explained that at first C-Lab will be looking at musical applications. Its next projects will include various add-ons to provide the Falcon with a SMPTF interface, digital 1/0 and ADAT compatibility among

C-Lab recently decided to co-operate with its long-standing rival, Steinberg, and the two competitors could even be seen sharing a stand at the '95 MusicMesse show in Frankfurt.

"C-Lab will now work together with Steinberg to ensure reliable operation of Cubase Audio," said Burkhard. "We are also looking at the possibility of making the Falcon more ST compatible, so that devices like the Midex will work with it. We will do everything we can to make the Falcon into the ultimate music workstation".

The Falcon Mk II ships with the full 14.2 Mb of RAM and an internal 514 Mb SCSI drive with ICD software preinstalled. The improved audio board is now properly adjusted to line level suitable for direct connection to -10dB equipment. The analogue signal is now insulated from interference prior to the digital conversion and the D-A converter has a dynamic anti-aliasing filter optimised for higher sampling rates than the Atari original. Compatibility was maintained by using a higher spec board from the same manufacturer used by Atari itself.

I only had a short time in which try out the new Mk II but one thing is immediately obvious - the audio quality is much improved when compared to my Atari Falcon. The bass boost is gone, along with the odd clicks and extraneous dither noise. I tested the system by recording and then playing back eight simultaneous tracks and the Falcon performed faultlessly.



Specification: 14.2Mb RAM, 514Mb Interna antum SCST drive Manufacturer: C-Lab, Germany

UK Distribution: Digital Awareness Contact: 0181 597 2513 RRP: £2,344 (optional extras - VGA monitor £198; SyQuest £599)

SOUND ON SOUND **GNINC**



VOLUME 10 + ISSUE 6

SIND

GNINC

Bird on a

Ever wondered how far an Atari can take you towards your own publishing empire? Nial Grimes explores the Falcon's colour DTP potential.

Most modern Atari packages support Falcon screen modes, but older software will need to be upgraded.



ery few computer applications rely on colour as heavily as desktop publishing. After all, the computer that lies between a document and an expensive imagestring mistake. Much the same goes for all of the other stages along the way: scanning, retouching, graphies design and image processing,

Current pricing means that it's usually cheaper to buy a Falcon than to

prowess.
And not
only does
the Falcon
provide
improved
graphics, but
it has the
muscle to

the ST's

graphical

throw them around too – in terms of raw pro-

power, it is about four times faster than a standard ST. The built-in

digital signal processor (or DSP) can also raise the performance curve when it comes to decompressing images or working with filters. The immediate advantage of a Falcon is being able to work on colourful images at a pixel level. On paper, the Falcon's 15-bit "true colour" display looks well short of the 24-bit colour used by most colour files (it's the difference between 32,768 and 16.7 million colours).

However, in practice the differences is brady not cleable. Retrouching with packages such as Studie Photo, Reprotion of the Photo, Report and the Photo, Report and Photo, Report and Studies I more than just possible on a Falcon – it's a pleasure! You'll also find that most retouching package are faster in true colour because the computer isn't forced to devote precious time to dithering. The only drawback is the limited space offered by Falcon colored to Falcon and the product of the product of

Most of the same advantages are apparent when working with image processing effects. On an ST it's hard to see the results of a speed-blur or contrast adjustment but in 256 colours that situation changes completely. More subtle effects do require a switch to true colour, but by using a magnify tool you can get a good overall idea of what's

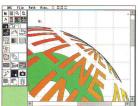


A screen expander is an essential purchase
- even the software version of BlowUp can
yield some impressive results.



me packages, such as Floppyshop's soon-tobe-released Positive Image, benefit from the power of the DSP.

wire



going on. Some image processing packages take advantage of the DSP to speed up image loading and filtering — Studio Photo supports the Brainstorm JPEG loader and Positive Image (preview, page 27) uses the DSP in many places.

Colour clash

With perfectly adjusted images sitting on your hard disk, the need for oodles of colours on screen is less intense. Just as well really, because desktop publishers benefit more from extra screen space - BlowUp or ScreenBlaster make a real difference. The best policy when working with colour documents is usually to do the bulk of the work in a 16colour mode and then make any final adjustments with the full 256. This makes sense from both a speed and memory perspective, because the processor advantage offered by the Falcon is quickly eaten up by colourful screen displays containing many times the data of ST resolutions.

Having spent money on a machine with true colour potential, even the 256 colour limitation may seem annoying but when you see just how well some packages can use those colours, it's really not a major problem. To be honset, you are not going to get much closer to the finished output without thinking about monitor calibration.

No doubt you also use a vector graphics program in tandem with your desktop publisher and these too are improved enormously by a decent colour graphics mode. Most of the Outline Art users
are stuck with a
16-colour display,
but the dithering is

very effective.

DA's Vector Pro is perfectly at home in most Falcon resolutions, including those from by BlowUp and ScreenBlaster.

Retouche CD makes

superb use of the

Falcon's 256 colour

modes - true-colour

can also be used on

an RGB monitor



graphics programs will deliver a colour-

ful display on the Falcon, DA's Vector

nature and a single true colour image can stretch to many megabytes. The Falcon's 68030 processor allows the use

of virtual memory - disk space that the

computer thinks of as normal RAM. You do pay a speed penalty and the software

The Falcon is a remarkably sound

publisher. It's an arm and a leg cheaper than a TT with graphics card and yet

afford) the software to take advantage of

itself is around £80, but it does open

almost limitless horizons in terms of

proposition for the semi-pro desktop

provides a reasonable degree of the

power. If you already own (or can

the extra potential it's an excellent

upgrade choice.

both image processing and DTP.

among them. Outline Art 3 is stuck with 16 colours, but the quality of dithering is good and a big improvement over a mono ST. The Falcon also holds other benefits for the desktop publisher, primarily the ability to manage memory effectively.



Choice colour!

Calamus runs in three colour modes on the Falcon. Let's take a look at what you can expect from each.



The standard ST-style display is fine for mono work, but isn't much help when choosing coloured tints.



The basic colour structure is easy to see in 16 colours, but more is needed for a faithful representation of the image.



Given a 256-colour display, Calamus SL can get to work in providing a reasonably accurate display.

A la mode

The standard Falcon offers quite a range of different screen resolutions and colour depths, but those of primary interests to TP are 660-480 in 16 or 256 colours and 1201-240 (or 3201-480) in true-colour. Higher true-colour resolutions are only possible on an Köß monitor and the flickering, interlaced display makes it less than ideal for professional sex.

These modes seens like a hope jump up from 5 high resultant, but desert their too long to realise that still more space to useful for clause 10.77. Thanks to the freshlithy of the video hardware, software alone can judic some improvises constructed and the control of the cont

Another alternative is to use a virtual screen, which provides more pixels without requiring a special monitor or affecting the refersh rate at all. All versions of Blowly include this facility and some alternatives are also available in the public domain; anity little French program called BirdWings is certainly worth a look (Roppyshop disk number FASA).

Follow the DSP code

The Falcon's DSP really can make a difference. Programmer Douglas Little demonstrates its many talents...



and converters can

even outperform

66MHz PCs."

he Atari Falcon030 has been around for a few years now and we have seen a number of new programs emerge that claim to

be revolutionary in their use of a special chip known as the DSP 56001 This is all very

well for programmers and the technically inclined but what does this really mean? How exactly can one more bit

of silicon make a difference to performance or benefit the user in any way?

Before we set about trying to answer this, let's look at the DSP in some

detail. DSP is short for Digital Signal Processor, What's more, it's a 24-bit RISC device for processing digital signals. I'm not going to get into a major

technical discussion about RISC "DSP image viewers (Reduced Instruction Set

Computing) but the idea is that you make a processor's design simpler in order to make it

perform operations a faster - the problem is that you sometimes need more operations to make up for the new simplifications, Catch 22!

The real point is that you don't always need to compensate in this way



Apex contains a special field-warning engine written entirely in DSP assembler which allows the user to define magnetic lines to distort or even morph images tonether.

- especially with arithmetic calculations that are needed when processing signals. This is why the DSP has to be RISC - otherwise it would either be too slow to keep up with the incoming information (especially in real-time audio applications) or it would be too expensive to use as a secondary chip.

The Motorola 68030 on the other hand, which is the Falcon's central processing unit, is based on a CISC (Complex Instruction Set Computing) design which is quite different. It's a really complex system that is slower as a result. I'm not referring to the fact that the DSP has twice the MHz rating of the CPU - the DSP is still much faster even at 16MHz.

BOBTracker, uses the DSP to generate four channels of sampled sound.

Perspected texturemapping effects at high frame rates mean exciting games like Wolfenstein and







Little engine

The digital signals we are dealing with here include audio (samples), video (graphics) and communications (modems) as these are the most common types of electronically transmitted information. The DSP processor acts like a little engine, responding to commands from the main CPU (the 32bit 68030) and carrying out repetitive tasks very quickly indeed. It can effectively receive, dismantle, modify, reassemble and transmit signals one element or "particle" at a time at a horrendously high rate. This makes it ideal for synthesising musical instruments, sound effects and other audio applications

Unfortunately, many programmers have not been looking outside the boundaries implied by the term Digital Signal Processor and seem to support the device only when it fits the job description exactly. This is a great shame and as a result the Falcon's hardware has been vastly underused.

It is becoming obvious that the exclusively one-way dash programmers have made from native assembly language to Ci in the last few years has left every few of them with the combined skills required to make efficient use of such hardware. It has nothing to do with how good or bad the Clanguage is as some of the best programs have a balanced mix. It is more to do with the fact that DSP processors cannot be programmed properly without assembly language and it's a diminishing trade.

The DSP excels at 3D graphics. Here we can see a standard Phong-shaded image (with some surface attributes) displayed in one of our model editors. What you can't see is that the image is drawn in real time once every second!

Good news!

The good news (yes, there is good news (yes, there is good news!) is that programmers are at last beginning to see the light and programs are trickling out which make use of the DSF for other purposes. There are one several PFGG image viewers and converters available that can outperform 66MHz PCs due to the chip's ability to perform the arithmetic required for JPEG decompression so quickly.

Apex Media has 20 or so DSP programs embedded inside the code, more than half of which would not be present otherwise or would at the very least have been irritatingly slow. As a result, images can be morphed together to produce a frame in seconds or a whole animation in minutes, eliminating the need for low-quality preview modes - something even the fastest PCs are hard pushed to manage

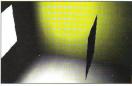
The next big step is the world of 3D graphies. DSP of hips can chew up the complex naths involved in 3D calculations at a rate that many programmers will find difficult to believe. In the near future, we can expect to see rendering programs which produce images in seconds – not hours or days. One of the things we have been developing at Black Scorpion is a real-time renderer which and raw light-sourced, texture-mapped images at very high speeds. Small fractions of a second in fact.

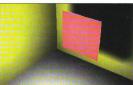
The quality is not what you would expect of a full raytracing or rendering



package but the ability to move around these scenes in real-time is something new—especially for the Falcon. This sort of technology is very useful for games and, to be honest, any 3D Falcon game which does not perform more than 50% of its calculations on the DS is a sad waste of a good opportunity.

So if you are a programmer, get a reference manual and get cracking! And if you're not, find one and threaten to confiscate their hard disk (or worse) until they agree to learn DSP code. It's definitely worth the effort. This example demonstrates texture-mapping, simultaneous Gourad and Phong shading. The image is redrawn once every two seconds in this mode. If the shading is disabled, the frame rate jumps to 20 frames a second!





What the DSP's good at...

• Synthesis

FX processing
 Filtering and noise reduction
 Analysis and audio transforms
 Sample congression and decompression

Video and graphics • Bitmap translation into other formats

- Dithering and colour reduction
 17W type compression and decompression of
- GIF and TIFF files

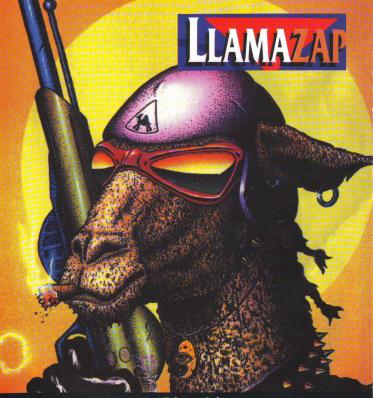
 Decoding and encoding compressed JPEG
- Decoding and encoding MPEG (compressed video) data
- Rotation and scaling of bitmaps
 Morphing and magnetic distortion

3D graphics • Rotating and adding perspective to 3D objects

- X, Y and Z-Clipping of polygons
 Generation of curves, polygons and voxels
 Sorting and spatial bounding of objects
 Real-time Gourad and Phong shading
 Real-time floor and wall mapping (Doom
- Real-time FDTM (Free Directional Texture Mapping)

These two snapshots of a strangely lit polygonal room were calculated using a very intensive algorithm known as radiosity. It is normality avoided as it is even slower than raytracing, Here, however, the DSP is displaying

normally avoided as it is even slower than raytracing. Here, however, the DSP is displaying the room from the radiosity data in real time at a rate of about 10 frames every second. It's not true real-time radiosity but it's pretty close...



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Ofir Gal and his team of experts set about solving your problems...

I fancy trying some games programming. Bearing in mind the system I have at the moment, I would like to know just how much of the equipment I have would work on the Falcon. I am toying with the idea

of buying a 1Mb Falcon with no hard drive

I would also like to connect my exter-

and then using the four 1Mb SIMMs to

nal Protar drive to the Falcon, so giving

me a 4Mb RAM, 120Mb hard drive Falcon

system. I know I should be able to connect my printer as it's an industry stan-

dard, but what about my external floopy drive, and finally and really most impor-

tant, how compatible will my software be?

I have heard about the "Backward" utility,

but would that work with most of my

ungrade it.

Upgrading To A Falcon



I have an Atari STe upgraded to 4Mb, external flanov drive. Philips manitor. Protar II 120Mb hard drive, switchable TOS 2.06 upgrade, IBM Proprinter and NVDI 2.5. I have built up my system over a three year period and am very happy

I will be totally honest and say that its main use (for the kids and me) is to play games on, although I do all of my home accounts, letters, dabble in the occasional DTP poster, art, and, if my wife would let me spend a bit more time on it.

Send Us Your Questions

Can't find anyone to answer that nagging question? Then drop us a line. Our team of experts are on hand to investigate and solve almost anything you can throw at them. Just send your letters to:

Atari World Q&A, Specialist Magazines Ltd, Unit 3 Green Farm, Abbots Ripton, Huntingdon, Cambridge PE17 2PF or email them to: ogal@cix.compulink.co.uk

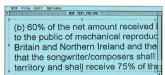
correspondence cannot be entered into.

While every effort will be made to answer your question within the pages of either Atari World or Atari Pro, please note that individual



If you want to play games like Frontier Elite then forget about the PC and a Janus card!





the public of mechanical reprodu and Northern Ireland that the songwriter/composers shall territory and shall receive 75% of th

OCR is a public domain optical character recognition program that works well on the Falcon.

Home Accounts 2, Timeworks 2, Protext 4.5, Write On, Frontier Elite 2, Monkey Island and many other games. Just how good is Backward?

My next question concerns my Protor II hard drive. When I bought it I was told that all the wiring and power supply were already in place for a second drive. Is this true - is a bare hard drive the only thina I need to buy, and if so what sort? Would a second hand one from a PC (for example, via Micro Mart) suffice?

And finally, I have also been toying with the idea of buying a hand scanner with OCR software, What I want to do, and indeed have already started, is to compile a large "hint and tips" database. So far, I've simply typed all the tips in from

Using OCR software, would it be possible to scan the relevant hints/tips, directly from the pages of your magazine, bearing in mind that there are quite often pictures included in or around the text.

The Janus card for the PC does sound interesting, and might give me the best of both worlds. So would I be better buving a Falcon or should I get a PC with a Janus card - will this then give me 100% compatibility with my existing software? M. Moore, British Forces

Although hailed by Atari as a brand new machine, the Falcon is not that different from the STe. It has many new features and it is, of course, faster than your system, but compatibility is surprisingly very

The Falcon cannot take SIMMs directly: you will need an adapter in order to tray to use your old memory. There are several such boards on the market including offerings from System Solutions and Gasteiner Technologies. But there is a very real possibility that your SIMMs will be incompatible with such a board as the 120 nanosecond versions are often too slow - make sure you consult the board supplier.

Your Protar hard disk should work, but will have to undergo minor surgery to bypass the SCSI host adapter which is not required by the Falcon. It would also be a good idea to use the Atari hard disk driver (AHDI), which is freely available, instead of the Protar one. It should be fairly easy to install a second hard disk in the Proter case but make sure it's a SCSI unit and not the IDE variety used in most PCs

The printer port on the Falcon is identical to the STe, so no problems there. Unfortunately, there is no external floppy port on the Falcon. although, according to a message on the Internet, it may be possible to install one as the circuitry appears to exist within the Falcon. But such a modification would certainly invalidate your warranty

Compatibility is pretty good. Home Accounts 2 works well as does Frontier Elite 2. Timeworks 2 has some problems - it's worth considering a move to Calamus, DA's Layout or, possibly, Papyrus, I do know that Protext v5 and v6 work on the Falcon but I'm not sure about v4.5. That said, the upgrade from Arnor is very

There are several OCR programs available for the ST and Falcon. The best I have seen is simply called OCR and should be available from public domain libraries, Most OCR packages have facilities to get around the problem of embedded pictures.

As for the Janus card, this is not an ideal solution and compatibility would certainly not be as good as with a Falcon. It is also much slower than a Falcon, so I would not recommend it unless you actually prefer a PC, especially as it will not run the majority of Atari games for starters. Ofir Gal

Booting From An External Hard Disk



hand MegaSTe 4

both slower and smaller compared with the one I had with my old STe. I'd like to have them both connected, but boot from my external ADSCSI drive

I have no problem getting them running together, so I know it's nothing to do with parity settings or termination resistors. But whatever I do with the SCSI ID numbers of the drives, either one of them is unrecognised altogether or the internal one boots first. The manual seems to cover everything but this! D Root, via Internet

My friends on the Internet have just helped me with a similar problem I was having. The first thing to note is that you cannot set the internal drive itself to anything other than SCSI ID 0 when using the Atari host adapter. However, you can use the red DIP switch block on the host adapter card to reassign the ID to a value between

0 and 3.

Take a look at the accompanying diagram. When all switches are set to the "ON" side, the drive will be assigned an ID of O. If switch 3 only

is moved away from the ON position. the drive will be assigned and ID of 1. Similarly, switch 2 only will give an ID of 2 while both will give an ID

Now all you need to do is set the SCSI ID on your external drive lower than the internal and you should have the set-up you want. Harry

Using Minix-ST



I purchased a hand Minix-ST

) operating system written by Prentice-Hall. Could you please tell me if a company or a user group is supporting it? If so, can you give me their address as I would like to upgrade to a newer version. I am running a 520STFM with various modifications: 4Mb RAM, Overscan, Turbo 25 accelerator, NVDI, TOS 2.06, MagiC OS, 270MB hard drive and a Stor LC-10 9 pin printer. Mark Coulson, Surrey

Minix is sadly no longer supported on any platform. With the introduction of Linux a couple of years ago, its popularity has dropped rapidly. UK support used to be provided by The Minix Centre in Norfolk but it has now moved on to Linux. They tell me they may still have some odd pieces of ST Minix software such as the Gnu C compiler lying around. Give Ralph Allan a call at Unitech Systems on 01953 788028.

> Perhaps you may want to consider MiNT as an alternative? It is also very similar to UNIX in many ways and has a good range of shells and utilities. Linux has also been ported to the Atari range, but you need at least a TT or Falcon to run it. Iain Laskey

ON

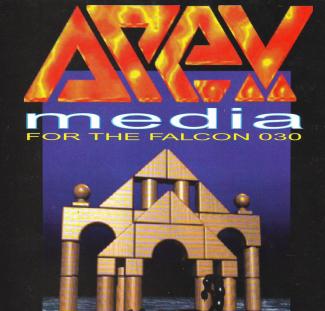
Toward front of MegaSTe

If all switches are set to ON the internal drive's ID is set to 0.

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SISSUE 1 May 1995 THE PRACTICAL GUIDE TO WORK THE GUID

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Inside

- 2 Start Me Up what happens when you flick the power switch?
- 4 Getting Ready creating and working with an Auto folder
- 10 Auto Programs our guide to the best enhancers
- 12 Desk Accessories ten essential utilities
- **14** Language Barrier make your ST a jargon-free zone!

See page 6 for some stunning Readers' Offers!



A new beginning Welcome to ST Source, Atari World's beginners' section. Over the next few months you'll find articles explaining different aspects of your Atari, from simple tasks like making a boot disk, to step by step tutorials showing you how to get the best from your machine.

If it seems a strange thing to include when Atari STs have been around for almost a decade, just stop and think. Walk into Dixons and you're looking at a four figure sum for the latest all-singling, all-dancing IBM compatible PC. If you're on the first rung of the home computing ladder, you don't need one – and you probably can't issiff by the cost either.

This is why second-hand STs are selling so well. Ten years on, the ST still offers reliability, ease of use and a mature, enthusiastic marketplace full of knowledgeable people willing to help everyone else. The Atari world may be small – but rest assured Atari World wort bet. Support us and we'll support you over the coming months in these very pages.

ANDREW WRIGHT
Assistant editor

Put the



Andrew Wright gets tough with his ST this month and gives away a few secrets about the booting process.

The ST's desktop - LETTER.DOC and WORD.PRG are in the root directory as they are outside of any folders. hat really goes on when you switch on your machine? OK, let's try and work it out. Make sure the floppy disk drive is empty and switch on your Atari. What happens? The screen goes white and the disk drive girnds away briefly — your ST is actually checking to see whether there's a disk in the drive.

After a minute or so, you'll see the familiar bright green screen and three leons labelled Floopy Disk A, Floopy Disk B and Trash. If you're using a colour monitor or TV, you will be in low resolution and the screen will be 320 pixels wide by 200 high. This is the default desktop that is stored in the computer's permanent memory, known as the read-only memory

Put a non-game disk in the drive and press the reset button. Things get a little busier. Spotting the floppy disk in the drive, TOS rubs its little hands together – it knows it's got some jobs to do and it sets about them methodically.

First of all it looks into the part of the floppy disk called the Boot Sector. One of four things will normally be here. There could be a loader program. This usually happens if you insert a commercial game disk and explains with they dren load straight away without you ever seeing the desktop, Secondly there could be a virst. After all, a virus is only a program. If there is you'll know soomer or later but not straight away. Don't worry about it for now.

Thirdly, there could be some special code that produces a "virus free" message on screen when you boot with that disk in the drive Many disks from PD

libraries are like Desk accessories are this. If the message is there, the virus programs that remain isn't - a bit upside down but it helps. in memory, waiting to I did say four. didn't I? Well, the be called upon - a bit fourth thing is

nothing at all. If vou format a disk on a virus-free system the boot sector will be empty (apart from a few bytes used for technical information).

like a hutler

Low or Medium Res? Assuming you've got your ST hooked up to a TV or colour monitor, you will have a choice of two screen resolutions: low or medium. All the screenshots here are in low resolu tion because they are easier to see for tutorial purposes but, in reality, medium resolution is better for working in as there are more horizontal pixels (640 by 200) which makes the characters clearer.



Changing screen resolution on a colour monitor or TV

If you happen to have a mono monitor such as Atari's own SM124, you won't have any choice, but you don't need one - your screen will be crystal clear in high resolution (640 by 400).



On auto

After this procedure your ST looks for a folder on the disk labelled AUTO. If

there is one, it attempts to run each program with a * PRG extension that it finds inside (the three letters in the filename that come after the dot are called the extension). These programs are loaded in the order in which

they were placed in the folder in the first place. They are specially written to behave this way - don't expect your word processor to run from an auto folder! Often these auto programs will stay in memory, carrying out particular tasks such as speeding up the screen display

Once the auto programs are loaded. the operating system scrutinises the root directory. Files that aren't in folders are in the root directory, but at this point your Atari is only interested in one particular type of program - the desk accessory. If it comes across a file with a ".ACC extension it assumes it's a desk accessory (which it should be).

Desk accessories are programs that remain in memory, waiting to be called upon - a bit like a butler. Once the boot process is finished you can find their names under the Desk menu. Clicking on a name runs the desk accessory "program". Unfortunately the ST only normally loads six desk accessories, the first six it comes across. If you have more than six in the root directory the system can become unstable.

There's one more little thing that your ST does before it hands control back to you. It searches the root directory once more for a file called DESKTOPINF (NEWDESKINF in later versions of TOS). This contains a lot of information about your system what colour the desktop is (if you have a control panel accessory installed), where the windows are positioned, which drives are available, which icons are where and much more. If it doesn't find one, you get the default desktop stored in ROM.

Formatting a disk

Boot your ST and when you see the desktop, insert the disk you want to format. It doesn't matter if you've formatted it before as long as there's nothing important on it



Salact the A ELOPPY DISK from and under the File menu select Format ...



You will get a warning just in case your best-seller is on this disk. Ignore it and click on "OK".



Next comes the disk formatting and copying dialogue box. If you have as early version of TOS (this is an STe) it may look a little different but they are basically all the same. Where the dialogue says "Label", you can type the name of the disk - "BOOTDISK" will do but it is purely optional. Make sure the double sided option is highlighted (you won't be able to if you have a singlesided drive) and also the drive A button



Clicking on "OK" starts the drive hum ming and the bar in the lower half of the dialogue box starts filling up, illustrating how much of your disk is formatted.



When the formatting is complete you'll see a dialogue box telling you how many bytes there are free on the disk. A disk in good condition will have 726,016 bytes free. You're now ready to roll and turn your newly formatted disk into a boot disk.

First move



GD_FLAGS, a freeware utility that keeps an eye on your bits! nce you understand the boot process, it's time to put that knowledge to good use. On pages 10-13 you'll find to so fides about the programs you can put in your Auto folder and which accessories you might need. First of all, we'll show you how to make an Auto folder and put them all together on a boot disk in our two special stephy-step guides.

Once you've copied the things you want, it's a good idea to add that one essential ingredient – the DESKTOP.INF file. When you have the desktop looking the way you want it, with the relevant Andrew Wright shows you how to sort out that boot disk once and for all!

Icon see clearly...

There are five types of icon in the ST's graphical interface: two on the desktop and three inside the windows. He drive kcons, the ones that look like filling cabinet drawers on the desktop, represent the disk drives. Having a 8 drive may seem strange if you only have one drive but in fact It's a virtual disk drive and vital for file copying as we can see from the steep-by-test).

The other desktop icom is the trashcan or wastebin. It's pretty efficient at waste collection too – as soon as you let go, it's gome! I wish my local refuse collectors were that good...

Inside the windows are three icons: one for folders (with a small tab), one for programs (with lines across the top) and the other for ordinary data files (it looks like multiple pages).



The various icons in the ST's interface.



An Auto folder is no different that any other folder - it just happens to be called AUTO, that's all. Make sure you have selected the boot disk window and that the root directory is visible (you're not inside any folders. Under the File menu select New Folder...



In the resulting dialogue box, type in the word Auto – it will appear in upper case but it doesn't matter how you type it.
Click on "OK" and the folder will be created.

icons where they're most accessible and the windows in the position and viewing style potive decided upon, you can look under the Options menu for the Save Desktop command. This will save everything so that next time you boot with the disk, the desktop will look the way it was when you saved it.

One last thing. Try out your boot disk and see what happens. There's a feature of TOS that causes problems with some programs, making the system hang up for no apparent reason. This is the fastload feature.

The idea of the fastload feature is that programs and accessories can be forced to load into memory (RAM) more quickly by not checking to see whether the memory they're loading into has been properly cleared.

This is achieved by what is known as a program flag – basically the operating system looks at a specific byte in the program's header file and works out whether a particular bit is set or not.

All you need to know is that there are a number of freeware programs around (including one from Atari isself and GD_FLAGS as pictured on the opposite page) that will let you examine the fastload bit and reset it if you experience problems. If you're getting frequent inexplicable program or accessory freezing, try and get hold of one of these utilities from your PD.

Creating your boot disk



You can format a disk, if you haven't already done so, or turn any existing disk mice a boot disk, always use a backey though – If anything goes wrong, all you do is start again. In this example, I'm about to turn my word processor disk into a boot disk. Note that the word processor files won't be cuded—I'll simply dad accessories and Auto programs and still be able to mut the word processor.

Create an AUTO folder. If you don't know how, consult the guides to the left. Now open a window onto the second disk by double citicking on the FLOPPY DISK B. toon. When prompted, remove your prospective bood disk and insert the floppy disk bood disk and insert the floppy disk with your accessories or Auto folder programs on. They may be on several disks. The content of the programs on the programs on the programs on the programs of the progr

don't have to swap disks so often!





Select the accessories you want to copy to your boad fish. If you want to select than one, hold down the Shift Key as you select them. When they are all highlighted, click once more on one of them and hold down the mouse button. You can new dreg an outline of the file or files anywhere on the screen but as we want copy the files to the boad disk, let's not copy the files to the boad disk, let's not get carried wany! When the mouse pointer is over the boad disk wirdow, release it.

The best thing to do is to follow the occurrence prompts from hereon in. You'll be asked to confirm that you want to copy the files (unless copy confirmation in switched for under Preference) and told when to swap disks. All you've good to remember is which disk is which I not this case, A is your book disks and B the master disk your accessories are neeps this one write protected by opening the tittle back plastic tab at the bottom of the disk so that you can be compared to the prompts that the postume of the disks so that you can be compared to the prompts the tittle prompts the control of the disks so that you can be considered to the prompts the control of the disks so that you can be considered to the prompts the control of the disks so that you can be considered to the control of the disks so that you can be considered to the control of the disks so that you can be considered to the control of the disks so that you can be considered to the control of the disks so that you can be considered to the control of the disks so that you can be considered to the control of the disks and the control of the disks and the control of the disks are the control of the disks are the control of the disks and the control of the disks are the control of th





With the accessories copied into the reet directory, it's time to copy some about folder. The principle is exactly the same. You can drag the appropriate program files onto the Auto folder icon itself until it turns black (or its name depending on how you're viewing the desktop) or open the folder first and drop the files anywhere inside the window.

... with more memory and



STe upgrade to 1Mb:

£9.99 STe upgrade to 2Mb:

£49 99

STe upgrade to 4Mb: taa uu

STEM UPGRADES

STFM upgrade to 1Mb: £34.99

STFM upgrade to 2.5Mb:

€59.00

STFM upgrade to 4Mb: £99.00

ALL MEMORY

Each memory upgrade comes with a free disk including memory test software, RAM disk, print spooler and disk copier, all to ensure you can make the most of your new memory upgrade...



Fitting service available - call our order hotline and speak to Keith for more information.



UPGRADING AN STE

A 520 STe is usually supplied with two 256Kb SIMMs and has sockets to plug in two more - it's that easy! A few do not have sockets in which case you will need a pair of adaptors. These may need soldering; if this is the case, we will supply the sockets at no extra cost - that's service!

A 1040 STe will usually have four 256Kb SIMMs. In order to upgrade you need to replace these with two or four 1Mb SIMMs. to give either 2 or 4Mb of memory.

UPGRADING AN STEM

In over 90% of all STFMs, the upgrade plugs straight in. There are possible problems if either the video shifter chip or the MMU chip in your computer are not in sockets.

Occasionally, extra components and a little soldering may be required. In these cases, we supply any extra components free of charge.

YOUR ST

other essential items!

12 REASONS TO BUY FROM US...

All the products on offer have been carefully selected by us as the best in their class. But top quality does not mean top price. Thanks to our huge buying power we can deliver top value too.

- ✓ All memory boards are populated with memory
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- ✓ Your credit or debit card will not be processed if the item you order is not in stock
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ORDER HOTLINE Call 01487 773582

These lines are manned Monday to Friday, 10am to 8pm, and Saturday, 10am to 5pm.

f you call outside these hours you can place an order by answerphone – just give the information on the order form as it appears. You might find it easiest to complete the order form before calling so that you can read from

TURN OVER...

... for more readers' offers and details of ordering by fax or post!

MOUSE/JOYSTICK EXTENSIONS

Either a single or twin joystick adaptor will save you from the ST's most common hardware fault - a broken mouse port. Changing from mouse to joystick is that much easier if you have extension cables.



MOUSE

The ST may be a great computer but the mouse that comes with it simply isn't up to scratch. Our mouse is far better because it uses micro-switches for the buttons. making it much lighter and easier to click. It also has a much higher resolu-



tion - 280 dots per inch which means you need far less desk space and get much finer control.

UVK

Version 6.0

now runs as a

Everyone knows about viruses, but far too many ST owners think it can't happen to them - it can! Despite the fact that you never get disks from "friends" and only buy commercial software, a virus could still infect you. And when the gremlins get at your disks, life

becomes an absolute misery. Don't let this happen to you. UVK detects and kills

more viruses than any

desk accessory other virus

EXISTING USERS CAN HOGRADE -

CLOCK CARTRIDGE Who sets the time each time they

switch on their ST? If

like many thousands of ST owners you don't, then you are missing out, Every time vou save a file it gets stamped with the time and date invaluable when you are hunting for a file. Get a clock cartridge and the time will be



GREEN FARM, ABBOTS RIPTON, HUNTINGDON, PE17 2PF

£14.99

CALL FOR DETAILS	set autom	natically each time you switch on you	our ST.
TO: COMPO. PLEASE RUSH ME THE ITEM(S) AS TICKED OPPOSI I ENCLOSE TOTAL PAYMENT OF £	ITE.	STE RAM UPGRADE TO 1MB	£9.99
PAYABLE BY: CHEQUE P.O. CREDIT CARD		STE RAM UPGRADE TO 2MB	£49.99
NAME:		STE RAM UPGRADE TO 4MB	£99.00
ADDRESS.		STFM RAM UPGRADE TO 1MB	£34.99
POSTCODE:TEL (DAY):	_	STFM RAM UPGRADE TO 2.5MB	£59.00
VISA/ACCESS/MASTERCARD/DELTA/SWITCH NUMBER:		STFM RAM UPGRADE TO 4 MB	£99.00
EXPIRY DATE: SWITCH ISSUE NO.:	_ [CLOCK CARTRIDGE	£14.99
SIGNATURE:	_ [MOUSE	£9.99
OR FAX YOUR ORDER - 01487 773581		UVK	£9.99
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Paying by CHEQUE or POSTAL ORDER – please make payable to COMPO Soft Ltd and write your cheque card guarantee number on the back. All prices are inc of postage & packing and VAT. Please allow 28 days for delivery from when we re	lusive	DOUBLE JOYSTICK EXTENSION	£5.99
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Get virus-free...



... for free, with our easy-to-enter competition

UVK is the best virus killer for Atari computers - fact! Which other virus-killing package offers these features:

- Supports all Atari machines
- Intuitive mouse-driven software
- Works as a stand-alone program, desk accessory or XControl module
- Recognises and kills 83 boot sector viruses and 5 link viruses
- Recognises 1,532 different valid boot sectors

TO ENTER, simply tell us what the initials "UVK" stand for what could be easier! A special draw from the survey entries will be made - and 25 of you will receive a copy of UVK!



Now go to page 44 in Atari World, write the answer in the "UVK" box, fill in the survey and send it back to us!

Let's Got a new AUTO folder? Wondering what to put in it? Denesh Bhabuta pops up with some ideas... automate.

ow many times have you wondered what you could do to enhance your system and improve the way it works? Most of us want to do things that little bit more quickly or that little bit more conveniently and one way is to choose the right auto folder programs. Upgrading the software side of your system in this way is very easy. Just imagine being able to work with more windows than the normal limit of four or having keyboard shortcuts available at your fingertips. How about putting in a new all-singing, alldancing file selector - or even speeding up your machine? Drooling vet? Well. read on...

Let 'em Fly

Let 'em Fly is one of those special utilities that has never been off my boot disk. It adds extra features to dialogue and alert boxes such as assigning a keyboard shorteut indicated by an underscore or coloured character. Alert boxes are much nicer looking and both dialogue and alert boxes can be drugged around the screen using the mouse.

The program also adds an extended editor for editing text fields in the



UK

NVDI can be

Let 'em Fly shortcuts

can be indicated by

an underscore or

dialogue boxes, selecting special characters and making boxes snap to the mouse pointer.

Cancel

Screen accelerator

NVDI is my choice in this category. Before I used NVDI, I wondered what all the fuss was about but, believe me, it is one of those programs that you just have to use once and you'll be hooked for ever. NVDI speeds up your Atari's screen display by three of four times, making it look and feel as if you've just added an accelerator boart!

Windows and dialogue boxes just open and close with a blink of your eye and text and graphics scrolling and display are much faster. Version 2.5 is recommended for floppy users, version 3 for those with a hard disk.

WinX

Winx changes GEA's window management routines, romoving many of its shortcomings and giving you a much enhanced system to work with WinX provides luxuries such as up to 40 windows on screen at any one time and extra window management commands. Windows at the back can be controlled using the right mouse button without bringing them to the front and they can also be moved beyond the edge of the screen. Other features include the



A background window being moved with

ability to resize the windows in real time and putting a window to the background just by clicking on the title

WinX requires another program, GEMRAM, to be present so it isn't recommend on Ataris with less than 1Mb of memory.

TOS patches

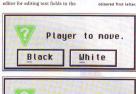
Each different version of TOS brought its bugs. Most minor bugs were discovered fairly quickly and Atari released fixes, in the form of small auto folder programs, into the public domain.

Essential for all TOS versions is Folderxxx which overcomes a memory bug. The serial port has had consistent bugs throughout the different versions of TOS and so there are different patches for each one. Finally, a sound and LAN port bug in the Falcon's TOS can be fixed by Pastch2.

File selectors

The file selector in GEM leaves a lot to be desired – it is hard to navigate from disk to disk and find files in a hurry. Considering how often you use it, it makes sense to install a better one.

Enter the best replacement of all, Selectric, with extensive features and a nice interface. It is mouse driven with comprehensive keyboard short-cuts and includes file manipulation functions, such as delete and copy, and a search facility with wildcards. Selectric also







Just look at that pretty interface. Everything is just a mouse click away with Selectric...

has the ability to load several files in one go with those programs that support it.

Mouse accelerator

If you are using the Atari mouse then you probably drag the mouse to the end of your desk just to get the pointer half

CONTROL PANEL		
Mouse		off
Screen s	aver [concis	✓ on
Function	n key guard	on
Hold sci	reen option	on
Save	0K Cancel	Info

Configure the mouse acceleration according to your requirements.

way across the screen. What you really

Silkmouse is the definitely the smoothest mouse accelerator available and it really makes the pointer fly when you need it to but retains pixel-perfect control when you need accurate selection or pointing.

Fast loader

Pinhead is a very tiny program that reduces the amount of time it takes to boot the computer, especially if you have several auto programs and accessories. Every program that loads after Pinhead will load a lot faster than before. Pinhead even fastloads itself!!

Just place it in the auto folder, preferably as the first program of all, and reboot. Simple!

Fast printing

Sprint 1.2 is a print spooler that will store the print output from a program and hold it in memory until it can be passed to your printer via the appropriate port, usually the parallel port. Not only does this mean you print much faster but you can also return almost immediately to your program and get on with something else in the measuring.

Sprint is best run from an Auto foldof (though it can be run when needed from the desktop) and comes with a configuration accessory for setting varitous parameters, including the size of amount of memory to be set aside. It works best with slower printers such as inkjets and low end lasers.

Setting the time

The date and time are lost every time the system is switched off. Unless you have a hardware clock fitted, your ST will always boot up with the same time and date. If you want to find the file you saved last Wednesday, this always presents a problem. So why not have the computer remind you to fill in the time at each boot-up? Get Set Clock!

Mono or colour emulator

The ST is an all round computer so many people buy a monitor which can run the majority of software, in this ease a colour one capable of low and medium resolutions. Some programs require a mono monitor but rather than going out to buy a brand new monitor. you can use a mono emulator instead SeBra is a good choice that works quite fast, compared to other emulators, and even takes advantage of the blitter chip if it's present. And if you want to run colour programs on a mono monitor, check out BigColour. To give you an idea, the emulator pics on this page accurately reflect the emulated screens.



SeBra running in high resolution mode on an Atari colour monitor...



... and with some additional colour into the bargain...

... and there's always a colour emulator for mono monitors too, in the shape





You can speed up your printing courtesy of SPrint (left), or even have your ST remind you to set the correct time at start up!





Pressing THB sets the time from KBD clack

Where to get them ...

GEMRAM 1.6/WinX 2.2, Freeware: Floppyshop, 01224 586208 Let 'em Fly 1.20, Freeware: Goodman, 01782 335650

Pinhead 2.1, Shareware: Floppyshop SeBra 1.32, Freeware: Floppyshop

Selectric 1.10, Shareware, Goodman Set Clock, Freeware, Goodman Silkmouse 3.2. Shareware, Floopyshop

TOS Patches, Freeware: FaST Club Disk UT350, 0115 945 5250

XBoot 3.10 £29.95: HiSoft, 01525 718181

Fashion accessories

Steve Pedler presents a list of ten desk accessories you just can't afford to miss...

ook in any PD library catalogue and I guarantee you'll see dozens and dozens of desk accessories - often known as DAs for short. Unfortunately you can only load up to six at once, so how do you choose the best? Just for you we've got ten of the very best available. Some are free, others are shareware or commercial programs, but all of them are superb additions to your system.

Address is a superb shareware address and telephone number manager and a very attractive one at that. It can store everything you need to know about a contact is contained and even dial the person's telephone number if you have a modem attached. Address is a great example of modern GEM software, and

What are desk accessories?

Desk accessories are programs that run inside your computer along with the main program you are running. They are accessed by clicking on the accessory's name in the first (usually called Desk) menu in the menu bar. They are loaded during the boot process and cannot be unloaded until you switch off or reset the machine & DA can be used at any time, but there are some limitations - only six DAs can be loaded at any one time and they cannot be used from TOS-type (text only) programs.



A standard Desk menu showing accessory



although it's a large program, it will still run from a floppy disk. If you need to keep lists of names and addresses and have them handy when you're using your Atari, this is one of your best

Chameleon

When you install Chameleon, it allows you to load another DA in its place. This second DA takes over Chameleon's slot in the menu bar. Then, if you wish, you can unload the second and load a third DA in place of that one and so on. Chameleon is a clever program that effectively allows you to bypass the six DA limit, although only six are still installed at any one time. Chameleon only occupies 5 Kb of memory which is incredibly useful if you suddenly realise you need that DA that you forgot to

install and don't fancy rebooting. Control Panel and X-Control Control Panel was the first DA provided

with Atari computers. It is an important accessory which allows you to set various system parameters such as the colours, keyboard repeat rate, the type of printer, serial port settings and so on.



The original Control Panel (left) and X-Control (right).

It has been replaced latterly by X-Control, the extended control panel, which can load special programs called extensions (CPXs).

The beauty of CPXs is that they are not resident in your computer's memory, so you can have as many as you like, and load or unload them at will. Many different CPXs are available, and some commercial programs (such as the screen accelerator NVDI) also come with a CPX to configure the main program. If you have a hard drive, X-Control is the better program, but if not you may find it easier to use the original Control Panel. Both are freeware.

ST-Guide, displaying the contents page of its own help file.

window of Address

ST-Guide

At long last, the ST has its very own hypertext help system like other graphical computers. To read these files, you need this shareware DA, which is



rapidly becoming an essential item, as more and more software is being supplied with ST-Guide format help files.

Darklord

This is a screen saver DA designed to



Darklard's main control nanel

shows the same image for long periods of time. It does this by providing an ever-changing graphical display so that the picture is never the same in one

spot. There are many screen savers around but Darkford is unusual that it is extensible and allows you to load alternative modules to give different effects on the screen. It is even possible for you to write your own modules for you to write your own modules for possible for you to write your own modules for reasons. Firstly, it's well designed and artractive. Secondly, the author has generously made it freeware. And thirdly. The the author, I me the author of the property of the property

Image Copy

Sometimes you might want to take a snapshot of the image on the computer screen and save it to disk for future use. At other times you might want to quickly view an image on screen but not have the program that created it to hand. There are a lot of these screen grabbers around and while Image Copy is undoubtedly the best, to call it just a screen érabber would do it a serious injustice. It is much more than that; it is a superlative picture viewer that can load and save pictures in many different formats including JPG and PhotoCD (special version) and even catalogue images and display thumbnails. All the screenshots in this article were taken

with Image Copy (Article? More like the

Diamond Format

The latest version of Diamond Format is supplied solely with commercial programs such as Diamond Bock from HiSort, but earlier, still very capable, versions are available as freeware. This is a disk formatter, intended to help you round that awkward moment when you have done some important and timeconsuming work and suddenly discover that you don't have a floppy disk on which to save it. The solution's Call up this Diamond Format and sit back and watfor it to format a new disk.

EdHak

This is a text editor that sits patiently in memory until you need it. This can be extremely useful because you don't have to quit your main program if you want to write some notes or read its documentation file. It is extremely flexible and comes with a good manual for those who want to find out more about ASCII characters sets text conversion



from one computer to another and so on. EdHak also lets you examine and change the contents of your computer's memory (hence the 'Hak' part of its name!), which is very useful for programmers. It is commercial but low

Procalc

From Atari itself no less, this is one of the best calculator DAs for the Atari and easily beats the buggy affair supplied with Windows on the PC. Procalc



Imagecopy, showing just some of the many options.

displaying a

document



The main display in

The Procalc



ProCalc

can operate in scientific, computer, and time calculation modes and has a number of useful built-in functions. It's also free.

Harlekin

This is, I suppose, the ultimate deak acceptance of the confirmed manufacture of functions into one DA, including a superb diary/time manager, text cellury of the confirmed management facilities (including a replacement file selector) and far more than I can list here! Its disadvantages include the large amount of memory it can take up and the inevitable fact that some of its modules are not as fully-featured as dedicated, single-purpose DAs. But it is still an excellent program with a well-design user interface. Commercial software

Where to get them...

Freeware and shareware programs are available from good PD libraries and bulletin boards. The commercial programs can be obtained from: EdHak, £9.95, Douglas Communications: 0161 459 9587.

Harlekin, £59.95: HiSoft, 01525 718181. Imagecopy, from £29.95: FaST Club 0115 945 5250.

The Language

Atari World presents exclusive excerpts from Mark Baines' definitive A-Z guide to the Atari.

The file name extension for a desk accessory. The file extension (also called an extender) comprises the three letters after the dot.

Accessory

Special programs, also known as desk accessories, that can be loaded into the six desk accessory slots available from the Desk menu. They are normally found in the boot disk's root directory and are usually small utilities that can be used in any GEM program MultiTOS allows an unlimited number of accessories to be run from the desktop.

ACTA

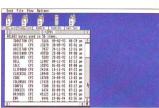
Asynchronous Communication Interface Adapter. Two Motorola 6850 chips used for processing sorial data (one bit after another) from various sources into the parallel form (eight bits together) required by the processor or memory. The first operates the MIDI interface and the second interfaces with the keyboard chip

which handles the keyboard. mouse, joystick and clock.

ACST

Atari Computer Systems Interface. A subset of the SCSI commands designed for communication between peripherals and microcomputers and controlling the DMA port of STs and TTs. In the Falcon, the DMA/ACSI port is replaced with a full SCSI port.

The usual file name extender for an accessory that is not currently



menu item. When the computer is re-booted, that accessory will not

Application Environment Services. A part of TOS that provides the windows and iconic user



GEM at boot-up. A user can inactivate an accessory by renaming it to ".ACX using the Show Info

ACC and ACX, A drive window showing installed and hence ignored by a list of active and inactive accessories. Those with the *.ACC file extender are loaded into the system. Those with the *.ACX extender are ignored.

AHDI

interface of GEM, dealing with resource files, windows, dialogue boxes and menus. AHDC Atari Hard Disk Controller. The circuit board found in Atari's hard disk drives that interfaces the hard disk mechanism to the DMA port receiving commands from the

> You can select any of up to six accessories from the Desk menu

CPX and CPZ. Like the accessory files. CPX modules for the XControl Panel can be disabled by renaming them with the .CPZ file name extender. The XControl Panel will take care of that

Options...Setup dialogue box.

Atari Hard Disk Interface. Atari's hard disk driver software that controls the hard disk controller via the DMA

AJAX

The floppy disk controller chip in later MegaSTe TT and Falcon computers capable of using and formatting high density 1.44 Mb and 2.88 Mb floppy disks. It is essentially an uprated WD1772 chip.

Alert box

A GEM dialogue box designed to bring something to the user's attention. There may be up to five lines of text each with thirty characters and a question mark, exclamation mark or stop sign image. Up to three buttons can be used. normally including OK and Cancel.

APP

The file name extension for a GEM program like *.PRG.

ASSIGN.SYS

A file used by all types of GDOS to tell it where to look for GEM bitmapped fonts and printer drivers. The file should be stored in the root directory of the boot disk or boot partition.

Barrier

cutable boot sector, that automatically runs one or more programs upon power up or reset and which contains accessories, the AUTO folder and the DESKTOPINE or NEWDESK INF file.

Bombs

RS232 PORT CONFIGURATION

On Off Strip Bit:

Flow Control

Raud Rate: [19288] Parity: | 100 | 100 | Even

Suplex: Ent Ha

Xon/Xoff: On MGE

Bits/Char:

When an error occurs, TOS displays a row of bomb icons across the screen warning the user of

what has happened. The best rem-

edy is to switch off the computer

An area of memory or disk space

that holds some recently accessed

or processed data in anticipation

program, thus saving on the time

needed to process and construct it

of its use by the processor or a

and wait about twenty seconds

before booting again.

and using no main memory except for the program's data. Some cartridges do not contain program ROMs but are interfaces for other devices such as scanners and battery backed clocks or contain audio digitisers and samplers. Others are used as a security donéle

A standard for parallel data trans-

where a block of data can be temporarily stored from a program to be reused later or transferred to another application. There is a clipboard module for Atari's XCONTROL extensible control panel (CLIPBORD CPX) that creates a CLIPBRD folder on the boot drive and uses it as a elipboard.

The icon in the top left corner of a GEM window that closes that window when clicked on and may also cause the program to

A device used to convert sound into bit-patterns for transmission or storage and to reconvert them back again into sound. The Falcon

uses a stereo 16-bit codec.

Centronics

fer (eight bits together) between microcomputers and printers. The port is based on a 36-way connector and the cable can be up to several metres long.

Close box

Codec

Clinboard An area of memory or disk storage

Auto folder A boot disk folder called Auto containing programs with the PRG extender which are automatically loaded into the computer at boot-up and before the desktop is loaded. Such programs normally add additional functions to TOS or carry out fixes to its bugs.

Basic Input/Output System. The part of TOS that provides the low-level screen and disk management functions for GEMDOS. It is essentially the interface between GEMDOS and the hardware and is concerned with screen output, keyboard, joystick and mouse input, printer output, serial port functions and the disk drives

Bitmapped

Consisting of individual bits. A bitmapped font, for instance, has each character made up of lots of separate bits or pixels.

A floopy boot disk in drive A: showing the accessories (active and inactive) DESKTOP INF and ASSIGN SYS files and the AUTO folder.

images. Blitter chip

The Bit-Block Transfer Processor is an Atari custom designed coprocessor chip using blitting (see BLiT) to improve the speed of text formatting and graphic operations by 30-40%. The blitter is fitted to the Mega ST, STE, Mega STE and Falcon as standard.

The old Control Panel is still useful for

satting up screen colours the serial

Block Transfer or Block Image

or copying a block of memory

from one position to another.

transfers of data, particularly

The method results in very fast

Transfer. The process of moving

and printer port configurations. These

settings are saved into the DESKTOP.INF

Boot disk

A disk (usually drive A or C). sometimes containing an exeCartridge

again.

The CLIPBORD, CPX sets up the clipboard path and enables the contents to Cartridges consist of 128 Kb of he viewed (on the right) or cleared Read Only Memory (ROM) and at any time. It is very useful for plug into the cartridge slot. transferring bits of text or images hetween programs enabling instant program access





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